

DUNGEONS & DRAGONS[®]

ORCS OF STONEFANG PASS[™]



AN ADVENTURE FOR CHARACTERS OF 5TH LEVEL

Logan Bonner • Matthew Sernett

INTRODUCTION

Orcs of Stonefang Pass™ is a DUNGEONS & DRAGONS® adventure for five characters of 5th level. You need the *Player's Handbook*®, the *Monster Manual*®, and the *Dungeon Master's Guide*® to play. D&D® *Dungeon Tiles* and D&D® *Miniatures* can enhance your play experience.

This adventure is loosely tied to *The Slaying Stone*™, which introduced the characters to the Severed Eyes orc tribe. The two adventures shouldn't be played back-to-back. Rather, characters that survive *The Slaying Stone* will need to gain a few levels before challenging the orcs that appear in this adventure. You can either create your own interim adventures or find adventures of the appropriate level in *Dungeon*® magazine online (www.DungeonsandDragons.com).

ADVENTURE BACKGROUND

The mighty Ironwall Mountains lie west of the Nentir Vale. Anyone who follows the old trade road southwest of the village of Winterhaven eventually arrives at the frontier village of Timbervale, in the shadow of this indomitable mountain range. The Ironwalls are impassable save for one deadly route: Stonefang Pass. The tunnel through Stonefang Mountain offered safe passage to all friends of the dwarven Glintshield clan, until

the dwarves mysteriously disappeared. Stories claim that the clan fell to infighting and that the dwarves slaughtered one another in a terrible civil war.

After years of isolation, the dwarves of the Glintshield clan have reappeared. The clan is trying to return to its ancestral holdings and reopen the way through the mountains. The dwarves had begun rebuilding the citadel that guards the far entrance of the pass when their blood enemies, the Severed Eyes orcs, attacked them. Those dwarves who were not killed or captured fled into the pass, a deadly tunnel through the mountain, and sealed it shut behind them. They now seek brave souls to defeat the orcs, promising the wealth of kings to any heroes willing to help them.

Yet this is only half the story. Unknown to all but members of the Shadowed Chain, a secret cult among the Glintshield clan, Stonefang Pass is not named for the mountain it pierces, but rather for the terrible being entombed beneath the mountain by ancient dwarves: an earth titan. The civil war that nearly caused the clan's ruin started over the theft of an item intended to bind the titan. The cultists had hoped to return the item to the binding site when the pass was made safe, but fate intervened. Some of the cult members stayed behind for this purpose when the rest of the clan fled through the dark, but the orcs followed the cultists and hindered their efforts. Now the titan stirs, causing earthquakes to shake the mountain.

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STARTING THE ADVENTURE

ADVENTURE SYNOPSIS

The Glintshield clan hires the adventurers to expel the orcs from Stonefang Pass and the citadel tower guarding it. The adventurers travel through the pass to the point where it was sealed, facing denizens of the tunnels. They must overcome the defenses left in the gatehouse by the ancient dwarves. Once the way is clear, the characters must fight their way to the citadel; during that trek, they encounter the surviving members of the Shadowed Chain cult and discover the danger the earth titan represents. The adventurers must then battle the orcs at the citadel to save captured dwarves and to collect the fragments of the titan Stonefang, which can be used to weaken and rebind him.

When the adventure starts, the characters are assumed to be at the village of Timbervale near the Ironwall Mountains (see the sidebar on page 3). However, you can situate the adventure in any mountain range near the characters' location. Alternately, the meeting with Rangrim Glintshield and the other dwarves could also occur on a road or trail near the pass where the dwarves have camped to take stock of their options.

About twenty battered Glintshield dwarves have arrived in Timbervale. For now, the curious and concerned citizens of the village have offered them a guests' welcome. The dwarves are desperate to find folk willing to travel back up the pass to rescue their comrades and evict the orcs. The villagers want to see this happen, but they are neither brave nor foolish enough to volunteer.

When the characters first meet the dwarves, read:

A crowd of dwarves huddles in small groups before you. They look tired and anxious despite their safe surroundings. None seem to be soldiers. Four ornately clothed elders consult with a much younger, black-bearded dwarf who wears a simple silver crown. One of the elders notices you and points you out to the crown wearer, who moves toward you.

"Greetings, friends. I am Rangrim, son of Thorvil, son of Thane Harvak of Clan Glintshield. We have come from Stonefang Pass and seek those who can free our birthright and our clan from evil. I hope that you can help."

ROLEPLAYING RANGRIM GLINTSHIELD

Rangrim is a straight-talking dwarf with a bit of a flair for the dramatic. He's grim about the fate of his clan and secretly desperate for the characters' help.

What Rangrim Wants to Say

Be sure to mention or paraphrase the following elements to the characters during the course of the conversation.

- ♦ The Glintshield clan has been isolated in the Ironwall Mountains since a devastating civil war a century ago. Only recently has the clan grown strong enough to rejoin the wider world by reestablishing Stonefang Pass, a tunnel through the mountains that has been closed since the clan's war.
- ♦ Stonefang Pass was dug and built by giants in ages past. The Glintshield clan claimed it from them long ago and made it a major trade route through the area.
- ♦ Rangrim's people were beginning to rebuild a citadel on the far side of the pass when the Severed Eyes, a tribe of orcs, attacked them.
- ♦ Thane Harvak ordered Rangrim to escort the non-combatants through Stonefang Pass when the battle began to turn against the dwarves.
- ♦ Rangrim wants the Severed Eyes orcs routed or killed, and any of his surviving clan members rescued.
- ♦ The pass is sealed by a massive stone slab that Rangrim released to block pursuing orcs. To get to the orcs and any surviving dwarves, the slab must be raised. There is a gatehouse near the slab, and Rangrim believes there must be some mechanical means within it to raise the slab, but he doesn't know for certain.

QUEST: EXPEL THE ORCS FROM STONEFANG PASS 5th-Level Major Quest (1,000 XP)

The adventurers complete the quest if they defeat the orcs in the pass and kill or rout those on the far side of the pass and in the citadel.

What Rangrim Doesn't Want to Talk About

There are certain elements of the story that Rangrim would rather not mention, but he'll talk about if prodded. Also, the characters might gain this information by talking to other clan members.

- ♦ Rangrim is the youngest of Prince Thorvil's two sons. As such, he was tasked with escorting to safety the clan's youths, elderly, and those not trained for battle. Also, he has had little battle training himself.
- ♦ The people of the area are eager to see the dwarves succeed, but they are terrified of the creatures that lurk in Stonefang Pass. Rangrim lost eight clan members to stirges ("pernicious bloodsuckers with four bat wings") during their flight through the pass.

- ◆ During their trek through Stonefang Pass, the clan lost their escort—a score of Shadowed Chain warriors—when the warriors stopped at a side chamber off the main tunnel. Rangrim could not wait for them when orcs following the group arrived, and he was forced to seal the warriors on the far side of the tunnel slab to protect the rest.
- ◆ The Shadowed Chain cult is a mystery to the other clan members. Those inducted into the priestly sect swear secret oaths and perform mysterious rites.
- ◆ The Severed Eyes orcs are so named because their most powerful warriors often gouge out one of their eyes as tribute to Gruumsh, the one-eyed god of slaughter. They also like to brand their prisoners on the face in a way that burns the victim's eye and leaves it useless.
- ◆ Before the orcs attacked, the Glintshield dwarves numbered about 150 strong, but the orcs still had superior numbers. Rangrim has no idea how many orcs or dwarves remain.

TIMBERVALE

Once a large town and the major trading hub for goods passing through the Ironwall Mountains west of the Nentir Vale, Timbervale has become a frontier village since the Glintshield clan's fall a century ago. With the loss of trade, there was little reason to travel to or live in Timbervale. Currently, a small community of loggers and farmers eke out an existence in the ruin-choked forest along the banks of the Stonefang River near the pass.

Population: 750. Most people live along the old main street that bisects the village. The citizens keep it clear of the encroaching forest and in good repair by cannibalizing building materials from nearby ruins. A few locals have also made homes in various partially collapsed towers, or on more distant farms.

Government: Lord and Lady Sevrym are hereditary rulers of Timbervale, but their family's fortune has dwindled to virtually nothing.

Defense: The village has no standing guard, but the people act as a militia in times of need. Great threats cause the villagers to retreat into the three blocks walled off as the Sevrym estate. The Sevryms have excess food and arms stored there, making it a good refuge.

Inns: The Knothole. Although the Knothole is the only inn, Lord and Lady Sevrym often invite visiting travelers to stay with them—especially merchants who bring useful goods to the village.

Taverns: The Knothole, Aleg's Ale.

Supplies: Tack and Tackle.

Temples: The Sevryms keep a temple to Erathis in good repair within their compound; beyond that, there are only the moss-covered ruins of temples to Moradin and Kord hidden within the nearby woods.

- ◆ Rangrim doesn't technically have the authority to offer the clan's riches as reward for the adventurers, but he knows his father and the Thane would honor his oath if he gave it.

SKILL CHALLENGE: RANGRIM'S REWARD

If the characters agree to help the dwarves without asking for a reward, Rangrim happily accepts their aid. If they expect a reward for their help, Rangrim almost gleefully sets to the task of bargaining. Negotiating with Rangrim is handled as a skill challenge.

Level: 5 (XP 200)

Complexity: 1 (requires 4 success before 3 failures).

Primary Skills: Diplomacy, Dungeoneering, History, Intimidate. (You can also run the skill challenge more like a roleplaying encounter, calling for checks that match the character's actions.)

Special: When roleplaying Rangrim, avoid talking about exact amounts of money. Instead talk in vague terms like "a king's ransom," and remember that Rangrim isn't putting a price on his people; he's hemming and hawing because he wants to avoid promising wealth he can't deliver. He often answers questions with leading questions or statements to get the characters to name a price. For example, his response to an initial question about a reward might be something like, "The orcs have nothing we want. You can claim all you like from them, but I sense you're hoping for something more. . . ."

Diplomacy (DC 17): The character discusses the dangers of the journey or delicately assuages some perceived insult to Rangrim's honor.

Dungeoneering (DC 17): The character impresses Rangrim with knowledge about Stonefang Pass, such as the likely dangers it holds or construction techniques used to create it.

History (DC 12): The character reminds Rangrim of the value of having an open pass, describing the wealth that once poured into the clan's coffers from trade when the pass was previously open.

Intimidate: Use of this skill earns a failure.

Secondary Skills: Insight, Perception.

Insight (DC 17): The character understands that Rangrim is desperate and willing to overpay to regain the pass, but also that he can't abide the idea that the clan would survive only to be bankrupt. With a successful check, the character grants a +2 bonus to the next Diplomacy check in this challenge.

Perception (DC 12): The character spots the dwarven elders trying to give Rangrim hints from afar with subtle changes of expression or head movement. When they realize they've been spotted, the elders stop out of embarrassment, granting a +2 bonus to all checks in the challenge. The heroes can use this skill successfully only once in this challenge.

Success: If the characters achieve 4 successes before 3 failures, Rangrim grudgingly agrees to let them keep whatever they claim from the orcs or find in Stonefang Pass. In addition, he agrees to pay each of them 100 gp for successfully removing the orcs from Stonefang Pass. As a down payment, he gives them his 200-gp ruby ring to buy supplies for their journey.

Failure: If the characters amass 3 failures before achieving 4 successes, despite their arguments and insinuations, Rangrim respects them for asking for a reward and he still desires their aid. He offers them 100 gp each when they complete the job, as well as whatever treasures they claim from the orcs or find in the pass (he believes the pass to have been mostly picked clean of wealth since the civil war).

ANOTHER REQUEST FOR AID

After the characters have accepted Rangrim's request, a dwarf woman named Hadarra approaches them as they are leaving for the pass. Hadarra saw her cousin Flinka get killed by orcs as she was being pulled away by the Shadowed Chain guards who initially escorted the dwarves through the pass. If the characters haven't learned of the Shadowed Chain from Rangrim yet, Hadarra tells them about the "weird cult." She blames the Shadowed Chain warriors for the death of her cousin and for the deaths of the other dwarves in the pass. Hadarra warns the characters to be wary of any Shadowed Chain dwarves they meet (if any survived), but her real reason to approach the heroes is to ask them to retrieve an item of great sentimental value to her.

QUEST: RETRIEVE FLINKA'S SENDING STONE

5th-Level Minor Quest (200 XP)

The adventurers complete the quest if they find Flinka's *sending stone* and return it to Hadarra.

Flinka and Hadarra used *sending stones* (Player's Handbook, page 255) to talk to one another. Hadarra has not used hers since her cousin was killed, fearing that the orc who killed her might answer. She gives her *sending stone* to the characters to help them find its partner and return both to her. If the characters accept, Hadarra wishes them well and says she hopes they "kill every orc in the mountains."

The location of the other *sending stone* is up to you, but consider these options:

- ♦ An orc has the *sending stone*, and when the characters activate their stone's magic, the orc answers. Flinka's *sending stone* then passes up through the orc ranks until it reaches Hyrkzag Dragonskull, the orc chieftain (page 26), allowing the heroes to trade threats with the chieftain and perhaps gain intelligence about their foes.

- ♦ Another dwarf, perhaps even Thane Harvak, has the *sending stone* and tries to keep it hidden from the orcs. The dwarf describes horrific one-on-one battles against orcs and impresses upon the heroes the urgency of the threat posed by the Severed Eyes.
- ♦ A dwarf child named Diri answers. She is frightened because she is alone and hiding from the orcs. When the characters finally reach her hiding place and find the *sending stone*, it's clear that Diri has been dead for too long for them to have talked with anyone but a ghost.

HEADING TO THE PASS

From Timbervale, an old road into the Ironwall Mountains eventually leads to Stonefang Pass. The highway has seen little use in a hundred years except by hunters and loggers. The cobbled path is clear for several miles outside of Timbervale as it enters the nearby woods, but it becomes more overgrown and crumbling beyond that. Where the road climbs into the mountains, portions of it are often missing, having tumbled away in old landslides or been buried by avalanches. The path is still relatively easy to follow due to the passage of the dwarves a few days earlier. The dwarves also left behind camps with excess firewood that the characters can use. During the journey, the adventurers will see signs of the past, such as the overgrown foundations of an old inn, stone bridges across clefts in the hills, and a horse-watering font cut into the side of the cliff where a natural spring exists.

The trip is uneventful until the adventurers reach a partially ruined bridge over a river. At that point, the characters are attacked as they attempt to cross the bridge (see Encounter 1: River Hunters, page 5).

REACHING STONEFANG PASS

After the encounter with the hippogriffs, the characters reach the entrance to Stonefang Pass after rounding a bend in the road just beyond the bridge.

When the characters see the entrance to the pass, read:

A huge tunnel bores into mighty Stonefang Mountain; it's easily wide enough for four wagons to travel abreast and tall enough for one giant to stand on another's shoulders and not brush the ceiling. The crumbled dwarven ruins near the entrance can't hide the fact that this marvel must have been built by giant hands. In fact, two enormous statues of wild-haired giants flank the entrance, carved in place as if holding up the weight of the mountain.

ENCOUNTER 1: RIVER HUNTERS

Encounter Level 6 (1,275 XP)

SETUP

2 hippogriffs

5 giant archerfish

This encounter uses half of one side of the poster map; fold the map so that only the relevant side is showing.

Not far from the entrance to Stonefang Pass, two hippogriffs attack the characters as they cross a bridge. The second round after any of the characters is injured, five giant archerfish in the river roll initiative and attack. Do not place either group of monsters on the map until they appear. When the monsters first appear, place them along the edge of the map; in the case of the archerfish, place them in the river on the side farthest from the waterfall.

When one or more adventurers set foot on the bridge, read:

A piercing screech erupts from above. You look up to see a pair of hippogriffs diving down from the cliffs toward you.

Perception Check

DC 17: The character spots the hippogriffs' shadows and is not surprised in the first round of combat.

2 Hippogriffs	Level 5 Skirmisher
Large natural beast (mount)	XP 200 each
HP 64; Bloodied 32	Initiative +7
AC 19, Fortitude 17, Reflex 17, Will 15	Perception +8
Speed 4, fly 10	
TRAITS	
Aerial Agility +1 (mount)	
While the hippogriff has a rider of 5th level or higher mounted on it, the rider gains a +1 bonus to all defenses.	
STANDARD ACTIONS	
⚔ Bite ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 5 damage.	
⚡ Diving Overrun ♦ At-Will	
Requirement: The hippogriff must be flying.	
Effect: The hippogriff charges a Medium or smaller enemy and makes the following attack in place of a melee basic attack.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 4 damage, and the target falls prone.	
Special: After attacking, the hippogriff lands in an unoccupied space adjacent to the target. This movement does not provoke opportunity attacks.	
✈ Flyby Attack ♦ At-Will	
Effect: The hippogriff flies up to 10 squares and makes a melee basic attack at any point during the movement. The hippogriff does not provoke an opportunity attack from the target when moving away from it.	
Str 19 (+6)	Dex 17 (+5)
Con 16 (+5)	Int 2 (-2)
Wis 12 (+3)	Cha 6 (+0)
Alignment unaligned	Languages –

5 Giant Archerfish

Small natural beast (aquatic)

HP 45; Bloodied 22

AC 18, Fortitude 16, Reflex 18, Will 14

Speed 1 (clumsy), swim 6

STANDARD ACTIONS

⚔ **Bite ♦ At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d8 + 2 damage.

🔫 **Water Bullet ♦ At-Will**

Attack: Ranged 10 (one creature); +9 vs. Reflex

Hit: 2d6 + 5 damage, and the giant archerfish slides the target 1 square.

Skills Stealth +11

Str 10 (+2)

Dex 19 (+6)

Wis 11 (+2)

Con 15 (+4)

Int 1 (-3)

Cha 6 (+0)

Alignment unaligned

Languages –

Level 4 Artillery

XP 175 each

Initiative +6

Perception +7

Low-light vision

TACTICS

The hippogriffs use *flyby attack*, focusing on the most exposed character. If one has room to land on the bridge, it uses *diving overrun*.

The giant archerfish use *water bullet* to slide characters into the river. They use *bite* to finish off any enemy that falls into the water.

FEATURES OF THE AREA

River: The river is between 10 and 15 feet deep. A character in the river must succeed on a DC 15 Athletics check at the start of his or her turn; on a failed check, he or she moves 3 squares toward the waterfall, takes 1d10 damage, and is dazed until start of his or her next turn.

Waterfall: The stream drops 20 feet down to a lower shelf before continuing down the mountain. A creature that goes over the falls takes 2d10 damage. A character can climb the rocky cliff against the rushing waterfall with a DC 20 Athletics check.



INSIDE STONEFANG PASS

Giants built Stonefang Pass long ago, and the dwarven Glintshield clan later claimed it and modified the pass to suit their purposes. For generations, it was the only safe and easy passage through the Ironwall Mountains, and thus the clan's holding on the pass and the nearby town of Timbervale became rich centers of trade. Then civil war among the Glintshield clan destroyed much of what the dwarves had built and decimated the clan. The war lasted so long that trade routed around it, and by the time the war was ended, the long dark tunnel through Stonefang Mountain had fallen silent. In time, its echoing length became home to various predatory beasts and strange underground horrors. In the last century, few have dared to make the journey.

TERRAIN FEATURES

Most of the tunnel through Stonefang Pass is 40 feet wide and 50 feet tall. Geometric shapes and faux pillars decorate the walls for most of its length, with occasional areas decorated by huge bas-relief carvings of giants.

In the places with the giant carvings, the dwarves made their own smaller bas-relief carvings. Although respectful of the giant's artistry in the way they are arranged, the dwarven carvings refute the grand images of the giants by showing dwarves slaying giants and freeing themselves from slavery.

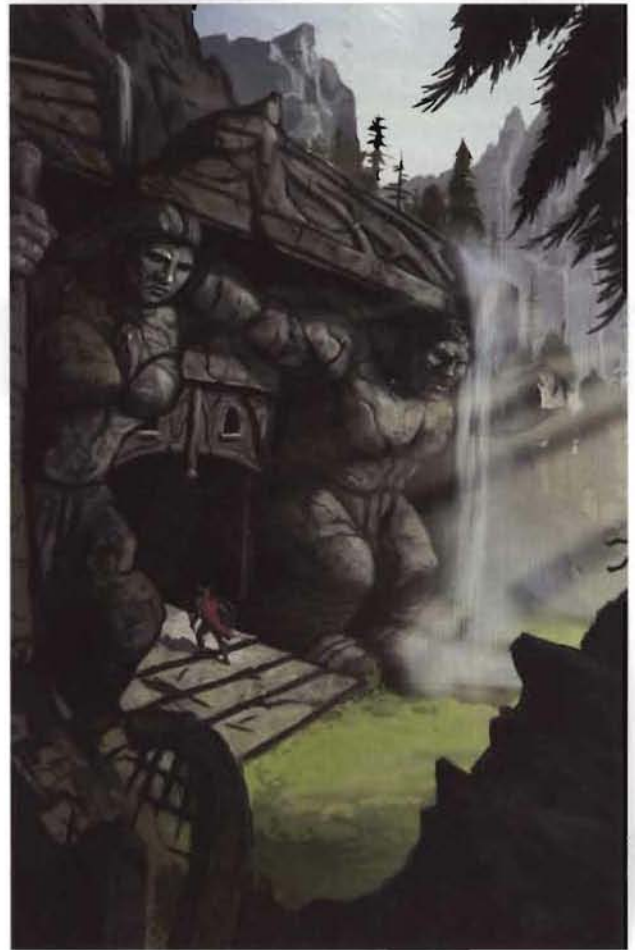
Various sized cracks split the carved tunnel walls in places, and cold, drinkable water from the mountain above sometimes trickles down the cracks, streaming across the floor and pooling in low points or escaping through cracks in the floor.

In many places, the ceiling is riddled with half-inch long stalactites that have begun to form among the limestone.

POINTS OF INTEREST

There are plenty of interesting sights and intriguing areas for the characters to explore as they make their way through Stonefang Pass. Most areas are merely haunting reminders of the past and do not contain encounters. However, if you want to add an encounter or two, see the "Additional Encounters" section on page 31 for ideas.

This section of the tunnel might include long sloping areas of the main tunnel, interior "malls" where the tunnel widens and stone shop fronts line it, enormous alcoves containing statues of various giants or primordials, small "roadside" temples, side passages and chambers of unknown use, underground streams flowing into darkened caves, and so on. Remember, however, that Rangrim and his people had to safely pass through these areas not too long ago, so the route shouldn't be overly dangerous.



TRAVEL TIME

Exact travel times aren't important in this adventure, but since the tunnel passes all the way through a large mountain, it's safe to assume the tunnel is 25 to 30 miles long. You can easily make this distance longer or shorter as needed. The distance between sites in the adventure is immaterial to the adventure's progression, so choose distances and travel times that make sense for the pacing you want.

RESTING IN STONEFANG PASS

If the characters decide to rest during their exploration of the pass and are concerned about sleeping in the open tunnel, feel free to create an abandoned side tunnel or series of rooms where they can hole up amid dust and dwarf bones. Of course, such side chambers need not be empty. Add whatever details you like to describe the adventurers' chosen resting spots, and consider using one of the additional encounters described on page 31.

ENCOUNTER 2: STIRGES' DESSERT

Encounter Level 5 (1,100 XP)

SETUP

2 dire stirges (D)
10 stirge suckerlings (S)
8 dwarf corpses (C)

As the characters proceed down the tunnel, they might hear the stirges feeding upon the dwarf refugees who didn't make it, giving the characters a surprise round.

Perception Check

DC 17: The character hears the sound of leathery flapping wings and occasional squelching noises in the darkness ahead.

If the characters fail to detect the noises, the stirges notice the adventuring party's light and hide in time to ambush the characters, gaining a surprise round.

TACTICS

The dire stirges swarm the nearest character and use *bite*. The stirge suckerlings follow the lead of the dire stirges, swarming the same targets if there's room, or moving to the next nearest target if there isn't.

DEVELOPMENT

When the battle is winding down or turning against the characters, start Encounter 3: Earthquake! (page 8). When the earth begins to tremble, any remaining stirges fly away to find shelter.

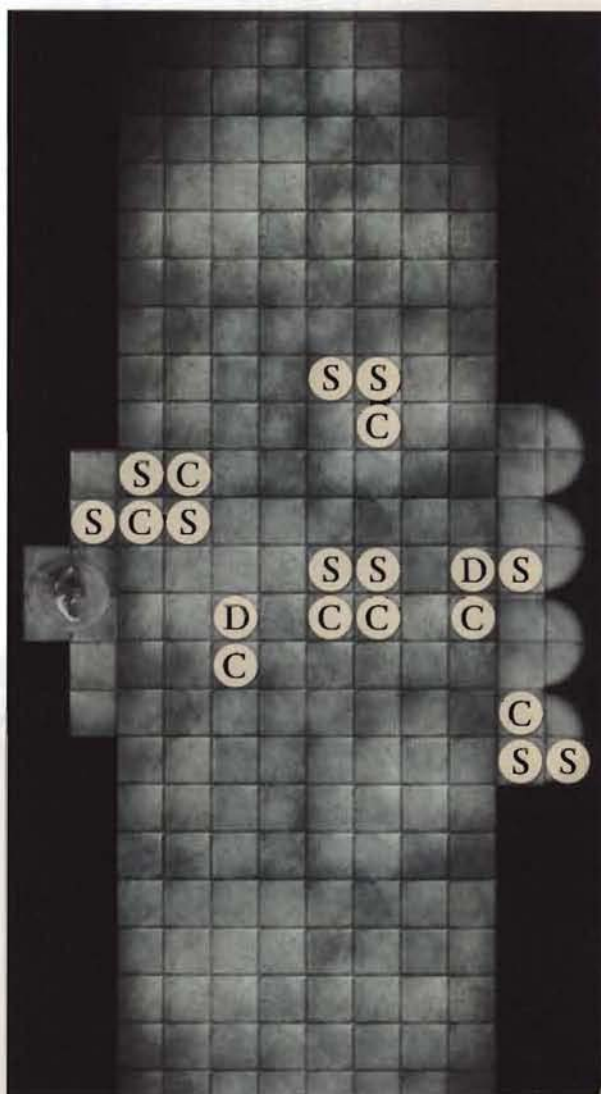
FEATURES OF THE AREA

Dwarf Corpses: The dwarf corpses aren't significant terrain. The bodies have nothing of value.

Statue: This statue is an artfully crafted representation of a fire giant. It provides cover to any creature in its space.

2 Dire Stirges (D)	Level 7 Lurker
Small natural beast	XP 300 each
HP 60; Bloodied 30	Initiative +10
AC 21, Fortitude 18, Reflex 20, Will 17	Perception +3
Speed 2, fly 6	Darkvision
TRAITS	
Nimble	
While the stirge has a creature grabbed, it gains a +2 bonus to AC and Reflex.	
STANDARD ACTIONS	
Ⓢ Bite ♦ At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d6 damage, and the stirge grabs the target (escape DC 16).	
Until the grab ends, the target takes ongoing 10 damage.	
Skills Stealth +11	
Str 10 (+3)	Dex 16 (+6) Wis 10 (+3)
Con 12 (+4)	Int 1 (-2) Cha 4 (+0)
Alignment unaligned Languages –	

10 Stirge Suckerlings (S)	Level 5 Minion Lurker
Small natural beast	XP 50 each
HP 1; a missed attack never damages a minion.	Initiative +5
AC 19, Fortitude 16, Reflex 18, Will 15	Perception +7
Speed 2, fly 6	Darkvision
TRAITS	
Nimble	
While the stirge has a creature grabbed, it gains a +2 bonus to AC and Reflex.	
STANDARD ACTIONS	
Ⓢ Bite ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC. While the stirge has a creature grabbed, it can use <i>bite</i> only against that creature, and it hits automatically.	
Hit: 5 damage, and the stirge grabs the target (escape DC 15). Until the grab ends, the target takes damage at the start of its turn equal to the number of stirge suckerlings grabbing it. The target takes this damage only once each turn, regardless of how many suckerlings are grabbing it.	
Skills Stealth +10	
Str 7 (+0)	Dex 16 (+5) Wis 10 (+2)
Con 12 (+3)	Int 1 (-3) Cha 4 (-1)
Alignment unaligned Languages –	



ENCOUNTER 3: EARTHQUAKE!

Encounter Level 5 (1,075 XP)

SETUP

1 Stonefang Pass quake hazard
5 deathjump spiders

A small earthquake shakes the tunnel and all in it. The characters don't have any time to rest between this and the previous encounter.

When the earthquake begins, read:

A deep rumble fills the tunnel, and suddenly the ground shakes. The remaining stirges flap away into the darkness as an earthquake hits. A wide crevasse opens in the ground with an earsplitting crack, followed by a smaller opening in the ceiling.

Any stirges left over from encounter 2 flee. Don't place the spiders on the map until the quake hazard stops. Remember to roll for aftershocks on the hazard's initiative during the battle with the spiders.

Stonefang Pass Quake
Hazard

Level 5 Lurker
XP 200

The earth around you shakes and rumbles. There's nowhere to run.

Hazard: The ground shakes, and any creatures in area are knocked prone.

Perception

The hazard cannot be detected with Perception.

Initiative +2

Trigger

The quake occurs whenever the titan Stonefang attempts to escape. In this encounter, it occurs only once as the characters are finishing Encounter 2.

Attack

Standard Action Area the entire tunnel

Target: Each creature in the area

Attack: +6 vs. Reflex

Hit: 1d6 + 4 damage, the target falls prone, and the quake slides the target 2 squares in a random direction.

Special: Roll a d20 at the end of the quake's turn. On a 10 or higher, the quake continues for another round. Otherwise, it stops. After the quake stops and until the end of the encounter, roll a d6 each round on the quake's initiative. On a roll of a 5 or 6, there is an aftershock and the quake makes an attack.

Countermeasures

- ♦ A character can use a move action and make a DC 17 Dungeoneering check or Nature check to brace against the quake, gaining a +4 bonus to Reflex against the quake's attacks.
- ♦ The quake does not attack flying creatures.
- ♦ Prone creatures take no damage from a hit by the quake, and it slides the creature only 1 square.

When the earthquake stops, read:

Suddenly the quaking stops, and moments later, many large spiders emerge from the ceiling crack and scuttle toward the walls.

5 Deathjump Spiders

Medium natural beast (spider)

HP 55; Bloodied 27
AC 20, Fortitude 17, Reflex 18, Will 16
Speed 6, climb 6 (spider climb)
Resist 5 poison

Level 4 Skirmisher

XP 175 each

Initiative +8
Perception +9
Tremorsense 5

TRAITS

Soft Fall

The deathjump spider ignores the first 30 feet when determining damage from a fall.

STANDARD ACTIONS

④ Bite (poison) ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d6 + 3 damage, and the target is slowed and takes ongoing 5 poison damage (save ends both).

Death from Above ♦ At-Will

Effect: The deathjump spider shifts 6 squares and uses bite. On a hit, it deals 1d6 extra damage, and the target falls prone.

MOVE ACTIONS

Prodigious Leap ♦ Encounter

Effect: The deathjump spider jumps 10 squares. This movement does not provoke opportunity attacks.

Skills Athletics +10, Stealth +11

Str 17 (+5)

Dex 18 (+6)

Wis 14 (+4)

Con 15 (+4)

Int 1 (-3)

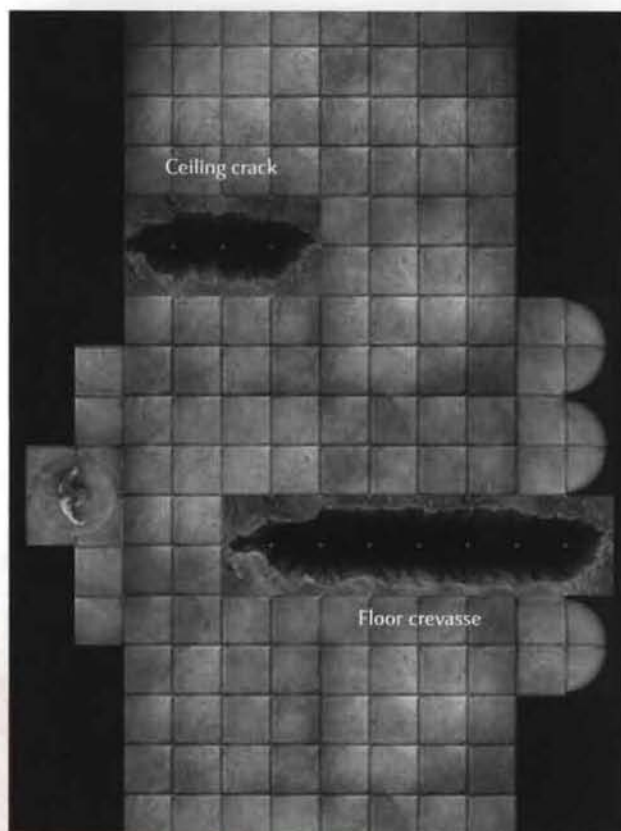
Cha 8 (+1)

Alignment unaligned

Languages –

FEATURES OF THE AREA

Floor Crevasse: Any character that falls into this 20-foot deep crevasse takes 2d10 falling damage. A character can climb out with a DC 15 Athletics check.



GIANTS' GATEHOUSE

The next two encounters (Encounter 4: Storming the Gatehouse and Encounter 5: Defending the Gatehouse) occur here.

Long ago, giants installed an enormous stone wall that could be lowered in place to seal off the tunnel. This 10-foot thick stone slab currently blocks the tunnel and is impossible for the characters to move except by the means of a lever in the adjoining gatehouse.

When the characters near the gatehouse, read:

In the gloom ahead, you see a massive stone slab blocking the tunnel. An orc's arm and a pool of blood emerge from beneath the obviously thick and heavy slab.

Moving it looks impossible, but a broad set of stairs climb up to a pair of massive double doors. The gatehouse Rangrim spoke of must lie beyond them.

When the characters move near the stairs, read:

A thick lever is set into the wall beside the stairs. Next to it, a one-foot-wide square channel in the wall runs straight up into the ceiling. At the base of the channel, a large circular impression contains a round nub of iron that is flush with the wall.

A character that succeeds at a DC 12 Dungeoneering check realizes that the lever doesn't raise or lower the stone slab, but rather operates the latching mechanism that keeps the stone slab raised. When the stone slab is raised, a thick chain (now hidden in the ceiling above) lowers down the channel. If the lever is moved up, the stone nub extends and the chain can be latched in place over it. The mechanism holds the gate open until the lever in the wall is pulled down, causing the iron nub to retract and the slab to slide down. Once triggered, only someone in the gatehouse can raise the slab and reset the chain.

When the characters enter the gatehouse, see "The Gate Mechanism" below and go to Encounter 4: Storming the Gatehouse (page 10).

THE GATE MECHANISM

The stone slab is lifted by means of another large lever in the gatehouse and complicated mechanisms hidden in the walls of the tunnel. However, a character must make a DC 27 Strength check to pull the lever, and the check must be made each round or the lever resets, causing the stone slab to lower again. While the lever is up, a character can disable (or enable) the lever mechanism with a DC 27 Thievery check, preventing anyone (such as an orc-controlled automaton) from engaging it to raise the gate. Destroying the lever makes it impossible to raise the stone slab this way.

While the characters might be able to pull the lever by aiding one another, there is another solution. The mechanism for the stone slab was designed for titans to use, and when the dwarves took over the tunnel, they

created a construct to help them operate it. The construct, a lever automaton (see below), stands idle in the side chamber of the gatehouse.

THE LEVER AUTOMATON

The side chamber in the gatehouse contains an idle lever automaton.

When a character enters the side chamber, read:

A hulking form dominates this chamber. It looks like a male dwarf the size of an ogre but made out of dusty, rusting steel. The massive construct is clearly designed to move, but it currently stands inactive and seems unaware of your presence. Beneath the dust, you spy Davek runes etched into the construct's metal skin.

The lever construct does not move or react until the characters perform the ritual that awakens it. The runes on the automaton describe this ritual, explaining that the automaton has the strength to engage the lever and that the lever must be held in place to relatch the chain that holds up the slab. If none of the characters speak Dwarven, a character can make a DC 12 Arcana check to surmise the purpose of the ritual.

The ritual takes 10 minutes to perform. Upon its completion, a chosen character controls the lever automaton for 5 minutes (more than enough time raise and secure the stone slab).

The automaton was never intended to leave the gatehouse. If it does, it shuts down.



ENCOUNTER 4: STORMING THE GATEHOUSE

Encounter Level 6 (1,475 XP)

SETUP

1 dwarven crossbow turrets trap (T, 4 turrets)

3 iron cobras (I)

1 falling iron portcullis trap

2 hammerer automatons (H)

This encounter will likely play out as follows:

- ♦ The adventurers traverse the hall beyond the double doors and trigger the crossbow turret trap. The crossbow turrets are hidden behind arrow loops along one wall and don't attack until someone steps on one of the pressure plates filling the hall.
- ♦ The characters press on and enter the hallway's elbow, which is watched and guarded by the iron cobras. The iron cobras attack any nondwarf creature they see entering their guarded area.
- ♦ Where the hall narrows is a hidden portcullis that drops on the first unsuspecting character to pass below.
- ♦ Beyond the portcullis is a 10-foot-wide hallway that ends at a set of ironbound double doors. The hammerer automatons don't attack until they see a nondwarf creature open the doors to their chamber. They guard a large lever mechanism that can be used to raise the stone slab barricading the main tunnel outside the gatehouse. If the heroes have trouble moving the lever on their own, they might need to activate and use the lever automaton (see page 9).

When a character opens the doors to the lever chamber, read:

This earthquake-damaged room is far from empty. Four armored turrets stand near giant arrow loops on the left, and two man-sized metal constructs whirl to life near the far wall. Each has a huge hammer for one hand and a wicked-looking clamp for the other. Between them, a thick iron lever juts from the floor.

Dwarven Crossbow Turrets **Level 3 Elite Blaster**
Trap XP 300

Four armored steel crossbow turrets whirl to life.

Trap: Four crossbows attack each round on their initiative after they are triggered.

Perception

- ♦ DC 15: The character notices the crossbow turrets beyond the arrow loops.
- ♦ DC 20: The character notices that the hallway has pressure plates on the floor.
- ♦ DC 22: The character notices control panels on the crossbow turrets.

Initiative +4

Trigger

The trap activates and rolls initiative when a creature steps on a square with a pressure plate.

Attack

Standard Action **Ranged 10**

Target: Each turret attacks one creature that isn't a dwarf or a construct.

Attack: +10 vs. AC

Hit: 1d10 + 3 damage.

Countermeasures

- ♦ A character can climb the walls (and avoid the pressure plates) with a DC 20 Athletics check.
- ♦ A character adjacent to a pressure plate can disable it with a DC 20 Thievery check.
- ♦ A character can attack a turret (AC 16, other defenses 13; hp 30). The turrets gain superior cover from the arrow loops. Destroying a turret stops its attacks.
- ♦ A character adjacent to a turret (in the lever chamber) that has noticed its hidden control panel can disable the turret with a DC 20 Thievery check.
- ♦ A character adjacent to a turret (in the lever chamber) that has noticed its hidden control panel can alter its magic to not target specific creatures or creature types with a DC 20 Arcana check.

Falling Iron Portcullis

Level 7 Minion Obstacle

Trap

XP 75

When a pressure plate is stepped on, a hidden iron portcullis drops from the ceiling, blocking the hallway and pinning anyone underneath.

Trap: When a creature steps on the 2-square-by-1-square pressure plate directly beneath the portcullis, it drops. A secret panel hides the winch that raises the portcullis.

Perception

- ♦ DC 14: The ceiling has a 2-inch-wide slot packed with gray dirt and small stones.
- ♦ DC 19: A portion of the floor gives in when pressed down. It might be a trapdoor or pressure plate.
- ♦ DC 24: A secret panel in the wall beyond the pressure plate hides the winch that raises the portcullis. (A character must be within 2 squares of the secret panel to see it.)

Trigger

A portcullis falls and blocks the passage when a creature steps on a pressure plate.

Attack

Immediate Reaction **Area 2 adjacent squares**

Target: Each creature in the area

Attack: +10 vs. Reflex

Hit: 3d8 + 5 damage, and the target falls prone and is restrained until the portcullis is raised or until it frees itself (see "Countermeasures," below).

Miss: Half damage, and the target is pushed 1 square (roll a d20: 1-10 push forward, 11-20 push back).

Countermeasures

- ♦ A character can jump over a single pressure plate square with an Athletics check (DC 6, or DC 11 without a running start).
- ♦ A character that has found the winch can crank it up with a DC 8 Athletics check.
- ♦ A character adjacent to the trap can disable the portcullis or pressure plate with a DC 19 Thievery check.
- ♦ A restrained character can use the escape action (DC 19) to free himself, moving 1 square but remaining prone.

- ◆ A character not restrained by the portcullis can force the portcullis open with a DC 24 Strength check.
- ◆ A character can attack a portcullis bar (all defenses 8; hp 45). Destroying a bar opens enough room for a Small or Medium creature to squeeze through with an escape action (DC 14). Destroying two bars allows a Large creature to squeeze through (DC 19), and Small and Medium creatures count the square as difficult terrain.

3 Iron Cobras (I)	Level 6 Skirmisher
Medium natural animate (construct, homunculus)	XP 250 each
HP 75; Bloodied 37	Initiative +7
AC 20, Fortitude 20, Reflex 18, Will 17	Perception +9
Speed 7	Darkvision
Immune disease, poison	
TRAITS	
Guard Area	
The iron cobra can use its <i>poison the mind</i> power against any creature in its guarded area, even if the power hasn't recharged and even if the target isn't taking ongoing poison damage.	
STANDARD ACTIONS	
⚔ Bite (poison) ♦ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 4 damage, and ongoing 5 poison damage (save ends).	
☞ Poison the Mind (charm) ♦ Recharge ⏏ ⏏ ⏏ ⏏	
Attack: Ranged 10 (one creature taking ongoing poison damage); +9 vs. Will	
Hit: The target is dazed and slowed (save ends both).	
MOVE ACTIONS	
Slithering Shift ♦ At-Will	
Effect: The iron cobra shifts 3 squares.	
Skills Stealth +10	
Str 17 (+6)	Dex 15 (+5) Wis 13 (+4)
Con 19 (+7)	Int 5 (+0) Cha 12 (+4)
Alignment unaligned	Languages –

2 Hammerer Automaton (H)		Level 4 Soldier
Medium natural animate (construct)		XP 175 each
HP 55; Bloodied 27		Initiative +5
AC 20, Fortitude 19, Reflex 15, Will 16		Perception +7
Speed 6		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
⚔ Claw Arm ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d8 + 7 damage, and the target is grabbed (escape DC 19).		
† Hammer Arm ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d8 + 5 damage, or 2d8 + 5 against a target the hammerer automaton has grabbed.		
⚔ Hammer Sweep ♦ Recharge ⏏ ⏏ ⏏		
Attack: Close burst 1 (creatures in burst); +7 vs. Reflex		
Hit: 2d8 + 5 damage, the hammerer automaton slides the target 1 square, and the target falls prone.		
Str 20 (+7)	Dex 12 (+3)	Wis 15 (+4)
Con 15 (+4)	Int 4 (-1)	Cha 6 (+0)
Alignment unaligned Languages —		

TACTICS

Each turret attacks a different target each round, concentrating fire only when fewer targets are available. The iron cobras and hammerer automatons attack as soon as they see any nondwarf creatures. The iron cobras can squeeze through the portcullis bars or the arrow loops, if needed.

DEVELOPMENT

After this encounter, the characters probably discover the lever automaton in the side chamber. Once the characters pull the lever that raises the stone slab blocking Stonefang Pass (with or without the lever automaton's help), orcs on the other side rush through and investigate the gatehouse. If the gatehouse traps weren't destroyed and have been reset, they will be active against the orcs. Proceed with Encounter 5: Defending the Gatehouse (page 12).

FEATURES OF THE AREA

Ceiling: The ceiling is 20 feet high in all areas.

Crevasse: The crevasse in the lever chamber is 20 feet deep and has uneven sides. Any character that falls into the crevasse takes 2d10 damage. A character can climb its walls with a DC 15 Athletics check.

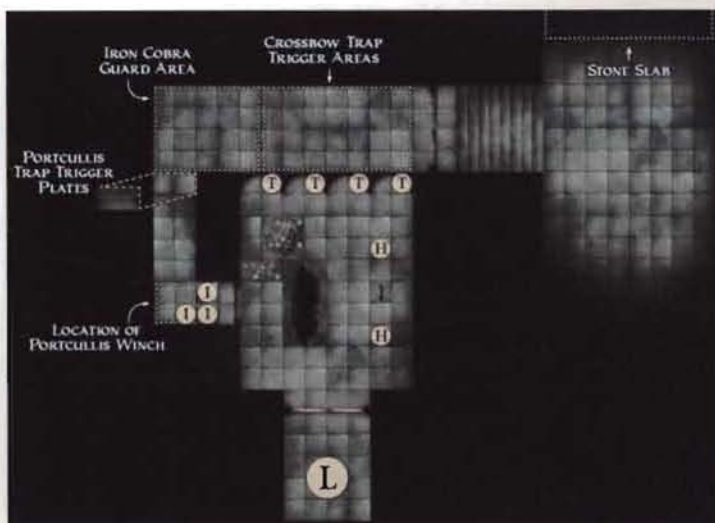
Lever: Pulling the lever lifts the stone slab. However, for the slab to remain raised, the lever must be held in place until the chain outside is set over the nub (see "The Gate Mechanism," page 9).

Lever Automaton: Two large, unlocked wooden doors lead to a side chamber containing the lever automaton (see "The Lever Automaton," page 9).

Rubble: The rubble in the lever room is difficult terrain.

Stairs: The stairs are treated as difficult terrain while ascending them and normal terrain otherwise.

Walls: A character can climb a wall with a DC 20 Athletics check.



ENCOUNTER 5: DEFENDING THE GATEHOUSE

Encounter Level 7 (1,528 XP)

SETUP

Dzregor, orc bear warrior

3 orc reavers

12 orc savages

1 lever automaton (L)

This encounter begins when the characters lift the stone wall and reopen Stonefang Pass. Orcs lurking on the far side of the wall rush through and storm the gatehouse. The characters hear them coming, so roll initiative and give the characters one round of actions before the orcs arrive at the gatehouse stairs. If the characters act quickly and immediately lower the stone wall, have one of the players roll a d6: The result indicates how many orc savages are crushed by the wall as it drops into place. All of the remaining orcs make it through, however. Place the orcs at the foot of the stairs as you see fit.

Dzregor, the one-eyed orc bear warrior, leads this group and wears a mask made from the fire-blackened skull of a cave bear. He also wears bear hide armor and wields two katars, which are set with clawlike blades. Like the bear warrior, each orc reaver has plucked out one of its eyes, in honor of Gruumsh.

If the characters activated the lever automaton in Encounter 4, it does nothing but hold the lever unless Dzregor uses *Stonefang's grasping hand* to dominate it, or the controlling character gives it a command.

Orc Bear Warrior	Level 5 Soldier
Medium natural humanoid	XP 200
HP 65; Bloodied 32	Initiative +6
AC 21, Fortitude 19, Reflex 17, Will 17	Perception +1
Speed 6	Low-light vision
STANDARD ACTIONS	
⚔ Katar (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6 + 5 damage.	
⚔ Handaxe (weapon) ♦ At-Will	
Attack: Ranged 5/10 (one creature); +12 vs. AC	
Hit: 2d6 + 5 damage.	
⚔ Cave Bear Skull Frenzy (weapon) ♦ Recharge ☐ ☐, and when first bloodied	
Attack: Close burst 1 (enemies in burst); +10 vs. AC	
Hit: 2d6 + 8 damage.	
Effect: The target is marked until the end of the orc's next turn.	
TRIGGERED ACTIONS	
Savage Demise ♦ Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (No Action): The orc takes a standard action.	
Str 19 (+6)	Dex 15 (+4)
Con 17 (+5)	Int 8 (+1)
	Wis 9 (+1)
	Cha 16 (+5)
Alignment chaotic evil Languages Common, Giant	
Equipment hide armor, 2 katars, 3 handaxes, <i>Stonefang's grasping hand</i>	

3 Orc Reavers	Level 5 Skirmisher
Medium natural humanoid	XP 200 each
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 18, Will 16	Perception +3
Speed 6	Low-light vision
TRAITS	
Charging Mobility	
The orc reaver gains a +4 bonus to all defenses while charging.	
STANDARD ACTIONS	
⚔ Battleaxe (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 4 damage.	
⚔ Javelin (weapon) ♦ At-Will	
Attack: Ranged 10/20 (one creature); +10 vs. AC	
Hit: 1d6 + 4 damage.	
TRIGGERED ACTIONS	
⚔ Blood-Crazed Charge (weapon) ♦ At-Will (1/round)	
Trigger: The orc hits an enemy.	
Effect (Free Action): The orc charges an enemy and makes a melee basic attack.	
Special: The orc can use this power even if it already charged this round.	
Savage Demise ♦ Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (No Action): The orc takes a standard action.	
Str 18 (+6)	Dex 17 (+5)
Con 15 (+4)	Int 8 (+1)
	Wis 13 (+3)
	Cha 8 (+1)
Alignment chaotic evil Languages Common, Giant	
Equipment leather armor, battleaxe, 4 javelins	

12 Orc Savages	Level 4 Minion Brute
Medium natural humanoid	XP 44 each
HP 1; a missed attack never damages a minion.	Initiative +3
AC 16, Fortitude 18, Reflex 16, Will 14	Perception +1
Speed 6	Low-light vision
STANDARD ACTIONS	
⚔ Handaxe (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 6 damage, or 8 while charging.	
⚔ Handaxe (weapon) ♦ At-Will	
Attack: Ranged 5/10 (one creature); +9 vs. AC	
Hit: 6 damage.	
TRIGGERED ACTIONS	
Savage Demise ♦ Encounter	
Trigger: The orc savage drops to 0 hit points.	
Effect (No Action): The orc savage takes a standard action.	
Str 16 (+5)	Dex 13 (+3)
Con 13 (+3)	Int 8 (+1)
	Wis 9 (+1)
	Cha 8 (+1)
Alignment chaotic evil Languages Common, Giant	
Equipment 4 handaxes	

TACTICS

If the traps in the gatehouse are reset, they attack the orcs as they charge forward to reach the characters. Dzregor and the orc reavers let four of the orc savages move forward first and keep the other savages behind them for artillery support.

The orc savages hurl handaxes or engage in melee as opportunity arises. The orc reavers use *charging mobility* and *blood-crazed charge* to get to less armored targets. Dzagor engages as many enemies as possible and uses *cave bear skull frenzy*. When he sees the lever automaton, he uses *Stonefang's grasping hand* to dominate it, and then directs it to attack an enemy.

A DOMINATED AUTOMATON

Dzagor uses *Stonefang's grasping hand* to dominate the lever automaton. If the automaton is not dominated, it does the bidding of whichever character normally controls it.

Lever Automaton (L)		Level 5 Brute
Large natural animate (construct)		XP 200
HP 75; Bloodied 37		Initiative +5
AC 17, Fortitude 22, Reflex 15, Will 15		Perception +2
Speed 4		Darkvision
Immune disease, poison		
STANDARD ACTIONS		
Ⓛ Slam ♦ At-Will		
Attack: Melee 2 (one creature); +10 vs. AC		
Hit: 1d8 + 12 damage.		
Str 30 (+12)	Dex 10 (+2)	Wis 10 (+2)
Con 15 (+4)	Int 1 (-3)	Cha 6 (+0)
Alignment unaligned		Languages —

DEVELOPMENT

After this encounter, the characters might need to raise the wall blocking Stonefang Pass again. If the lever automaton is intact, the characters can use it to pull the lever and lift the stone slab. If it has been destroyed, the characters' next best option is to use *Stonefang's grasping hand* to pull the lever and secure the gate chain to hold the raised slab in place.

Once they bypass the barricade and journey a short distance down the tunnel, the characters discover a secret door wedged open by the body of a Shadowed Chain dwarf cultist. See "A Trail of Bodies" (page 14) for more information.

FEATURES OF THE AREA

Crevasse: The crevasse in the lever chamber is 20 feet deep and has uneven sides. Any character that falls into the crevasse takes 2d10 damage. A character can climb its walls with a DC 15 Athletics check.

Lever: The characters likely won't be able to pull the massive lever in the floor without the aid of the lever automaton or *Stonefang's grasping hand*. If the automaton releases the lever to attack, the stone slab slides back down into place.

Pressure Plates: See Encounter 4: Storming the Gatehouse (page 10).

Rubble: The rubble in the lever room is difficult terrain.

Stairs: The stairs are treated as difficult terrain while ascending them and normal terrain otherwise.

Traps: If the characters reactivated the traps, they can be used against the orcs (see Encounter 4: Storming the Gatehouse, page 10).

Walls: A character can make a DC 20 Athletics check to climb the walls.

TREASURE

The orcs carry silver and gold coins totaling 100 gp. Additionally, Dzagor has *Stonefang's grasping hand* (see below) and an opal worth 200 gp tucked in the vacant eye socket behind his eye patch.

Dzagor's skull mask isn't magical. It's the magic of the ritual performed by the orcs that creates the skull's effect.

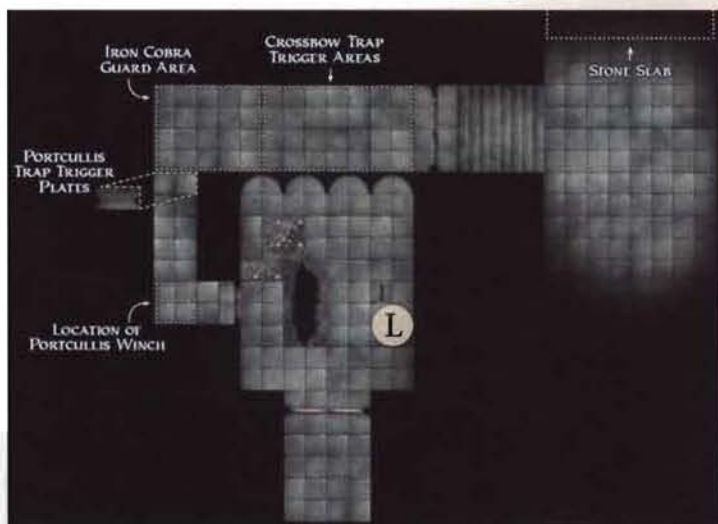
Stonefang's Grasping Hand

Five rocks shaped like finger bones float around a larger hunk of rock. The combined pieces look like a large hand.

Wondrous Item

Property: When you make a Strength check, you can use a bonus of +20 instead of your normal bonus. (This applies only to Strength checks, not Athletics checks or attacks based on Strength.)

Power (Daily ♦ Charm): Standard Action. Make an attack: Ranged 10; +17 vs. Will; on a hit, the target is dominated until the end of your next turn.



A TRAIL OF BODIES

Once Stonefang Pass is reopened, the characters can continue down the tunnel. A short time later, they come upon a dwarven body wedging open a secret door in the side of the tunnel.

When the characters see the body, read:

Ahead, the smoothly carved passage wall is interrupted by an angle. A door-sized portion of the wall projects outward, and lying at its base is the body of a female dwarf. Someone has unceremoniously used her corpse to wedge open a secret door.

Beyond the secret door is a series of rooms connected to natural caverns below Stonefang Pass. The Shadowed Chain dwarves abandoned their guardianship of their fellow clan members to enter this shrine and place Stonefang's stout rib (see page 18) in a magic circle within the caverns, ensuring that the titan Stonefang would remain bound beneath the earth.

Unfortunately, the orcs followed the Shadowed Chain cultists into the shrine. After a bloody battle, the dwarves were forced to use Stonefang's stout rib to protect themselves, employing a special ritual to increase its power. Meanwhile, the orcs took the remaining three fragments of Stonefang, delivering two back to the citadel but keeping Stonefang's grasping hand (which by now should be in the characters' possession). The orcs have continued to harass the dwarves for the final fragment, despite the dwarves' dire warnings about unleashing Stonefang.

P1. ENTRY ROOM

This entry area is littered with the bodies of eight orcs and six Shadowed Chain dwarves, including the one jammed in the secret door.

IGNORING THE SECRET DOOR

The adventure assumes that the characters will explore the area behind the secret door before continuing farther along Stonefang Pass. Some groups might decide to pass on the side trek and instead continue to the citadel. If that happens, it's okay. There's nothing in the later parts of the adventure requiring them to visit the shrine first.

In all likelihood, the characters will return through the pass at some point and cleanse it fully. In this case, modify the encounters depending on how much help the characters receive from the dwarves. Increase the number of orcs in each encounter and run the final encounter with Stonefang when the characters meet the Shadowed Chain dwarves. You can also add four clay scouts (*Monster Manual*, page 156) to the encounter; they are servants of Stonefang dedicated to reclaiming and protecting his lost fragments.

The Shadowed Chain dwarves can be distinguished from the rest of the Glintshield clan due to the tattoos they bear—a chain tattoo starts under each eye and runs down the face (and under the beard) and shoulders to the arms and wrists, making it look as if each wrist bears a manacle. With a DC 12 History check, a character realizes that such imagery of imprisonment and servitude is considered a great dishonor in typical dwarven culture, given that the race freed itself from slavery to giants in the ancient past. With a DC 17 Religion check, a character can recall that such imagery would not be unusual among followers of Torog, the evil god of jailers and torturers whom superstition holds will crawl up from the Underdark to claim those who speak his name aloud.

Treasure: One dead dwarf wears dwarven greaves (*Player's Handbook*, page 246) or has some other level 7 magic item from the players' wish lists.

Perception Check

DC 17: The characters detect the flickering, dim light of torches reflected down the hall from area P2. They also hear three orcs in that area quietly arguing about how to divvy up the money they collected from their fallen comrades.

P2. GUARD POST

Three orc savages were left here to stand guard. Instead, they picked clean the bodies of their slain kin and are arguing over how to split their findings (particularly the ring). They're whispering so that their comrades below won't hear them and snatch some of the take. Two torches in sconces near the entrance to the stairs light the area.

The orcs are distracted, taking a -2 penalty to their Perception checks. This gives them a passive Perception score of 9, so the characters should be able to sneak up on the orcs easily unless they make a lot of noise or carry bright light. If the characters fail to kill or subdue all three orcs, any living orc grabs a torch and runs below to area P4 on its turn, hollering to alert its kin. See Encounter 6: Pit of Doom on page 16.

Treasure: The three orcs are arguing over a pile of 60 gp and a silver and emerald ring of elven craftsmanship worth 100 gp.

3 Orc Savages		Level 4 Minion Brute
Medium natural humanoid		XP 44 each
HP 1; a missed attack never damages a minion.		Initiative +3
AC 16, Fortitude 18, Reflex 16, Will 14		Perception +1
Speed 6		Low-light vision
STANDARD ACTIONS		
⚔ Handaxe (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 6 damage, or 8 damage while charging.		
☞ Handaxe (weapon) ♦ At-Will		
Attack: Ranged 5/10 (one creature); +9 vs. AC		
Hit: 6 damage.		
TRIGGERED ACTIONS		
Savage Demise ♦ Encounter		
Trigger: The orc savage drops to 0 hit points.		
Effect (No Action): The orc savage takes a standard action.		
Str 16 (+5)	Dex 13 (+3)	Wis 9 (+1)
Con 13 (+3)	Int 8 (+1)	Cha 8 (+1)
Alignment chaotic evil Languages Common, Giant		
Equipment 4 handaxes		

P3. STAIRS INTO THE DEPTHS

These wide stairs circle around the central pillar four times, descending roughly 80 feet beneath Stonefang Pass. The entire length of the stairs is covered in blood splatters.

The stair walls are decorated with scenes of battles between dwarves and giants. One enormous rock-skinned giant (Stonefang) is a frequent participant in these fights and is often shown slaughtering dwarves by the dozens. Each cycle of the stairs shows a different part of the titan being cut away by dwarven heroes. First he loses his eye to a spear, then his hand to an axe (a character can realize that the hand looks similar to the *Stonefang's grasping hand* with a DC 17 Insight check). Later, a dwarf breaks the titan's rib with his hammer and pulls it free. On the final level, the stony titan has his heart cut away by a sword, but incredibly, he fights on.

At the bottom of the stairs, two piles of dead bodies (eight dwarves and ten orcs) flank the exit. The surviving orcs dragged the bodies here to get them out of the way. The orcs in area P4 looted the bodies of all valuables.

P4. THE PIT OF DOOM

Long ago, the dwarves robbed Stonefang the titan of several body parts and lured him to this cavern. Once he followed, the dwarves weakened the titan by placing his severed body fragments in special magic circles. Then they forced him into the pit in the center of the room, sealing him inside with prayers to Moradin.

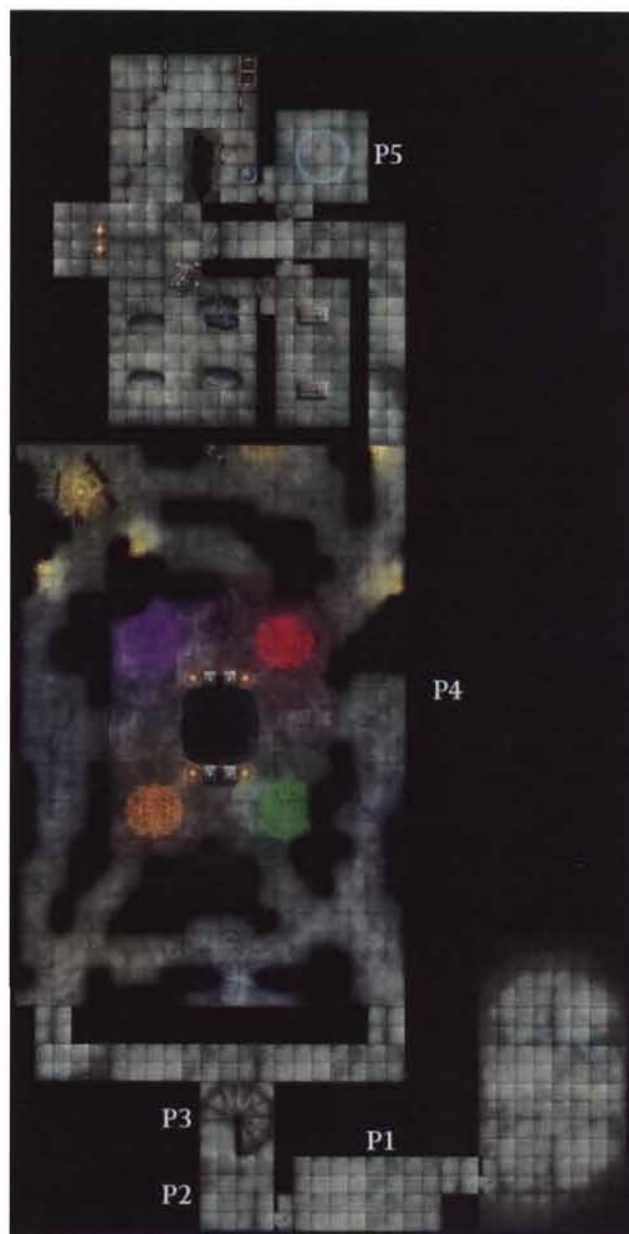
Unfortunately, their prayers were not enough. The prison they crafted wasn't going to hold the titan for long, so the desperate dwarves turned to Torog, the god of prisons. Thus there are two altars around the pit in this chamber—one to Moradin, the other to Torog—along with the magic circles.

When the characters enter this area, proceed with Encounter 6: Pit of Doom (page 16).

P5. BARRICADED CHAMBERS

The remaining Shadowed Chain dwarves have barricaded themselves in these old temple chambers, which honor both Moradin and Torog. Using *Stonefang's stout rib* and a ritual the cult developed over its years of keeping the fragment safe, the dwarves have made it impossible for the orcs to venture into the area. However, the dwarves are outnumbered and haven't eaten for days. They're also suffering from lack of sleep, because they must constantly chant the words of the ritual to keep their magic shield up.

The dwarves have been praying to both of their gods for some miracle, unwilling to give up the last fragment of *Stonefang* until all hope of keeping him imprisoned is lost. When the characters enter this area, see Encounter 7: Releasing the Chains on page 18 and "Secrets of the Shadowed Chain" on page 20.



ENCOUNTER 6: PIT OF DOOM

Encounter Level 8 (1,850 XP)

SETUP

- 1 orc troll shaman (T)
- 1 ogre savage (O)
- 6 orc archers (A)
- 1 Stonefang Pass quake hazard

The orc shaman, who wears a blackened troll skull as a mask, is investigating the altars and magic circles near the Pit of Doom with his bored ogre lackey. Four orc archers wander the tunnels, and two are at the campsites.

The encounter begins when the characters notice the orcs or vice versa. If the orcs received warning of the characters' approach, they are prepared and cannot be surprised. Otherwise, the location of the combat depends on the characters' actions as well as the orcs' and ogre's passive Perception checks.

At the start of the third round of combat, roll initiative for the earthquake hazard and begin its attacks on its turn.

Orc Troll Shaman (T)	Level 6 Controller (Leader)
Medium natural humanoid	XP 250
HP 72; Bloodied 36	Initiative +4
AC 20, Fortitude 18, Reflex 18, Will 19	Perception +7
Speed 6	Low-light vision

TRAITS

☼ Troll Spirit Frenzy ♦ Aura 10

Any ally within the aura that bloodies an enemy can make a basic attack as a free action.

Regeneration 5 (healing)

The orc troll shaman regains 5 hit points whenever it starts its turn and has at least 1 hit point. If the orc troll shaman takes acid or fire damage, its regeneration does not function on its next turn.

Safewing Amulet

When the orc troll shaman falls, reduce the distance by 10 feet for the purpose of calculating damage. The orc troll shaman always lands on its feet after a fall.

Troll Healing (healing)

If the orc troll shaman is dropped to 0 hit points by an attack that does not deal acid or fire damage, it falls prone and remains at 0 hit points until the start of its next turn, when it regains 5 hit points. If an attack deals acid or fire damage to the orc troll shaman while it is at 0 hit points, it is dead.

STANDARD ACTIONS

④ Longspear (weapon) ♦ At-Will

Attack: Melee 2 (one creature); +11 vs. AC

Hit: 2d10 + 3 damage, and the orc slides the target 1 square.

✱ Phantom Troll Claws ♦ At-Will

Attack: Area burst 2 within 10 (enemies in burst); +8 vs. Will
Hit: 2d6 damage, and the target is dazed until the end of the orc's next turn.

Effect: Each ally in the burst gains a +2 bonus to attack rolls until the start of the orc's next turn.

TRIGGERED ACTIONS

Savage Demise ♦ Encounter

Trigger: The orc drops to 0 hit points.

Effect (No Action): The orc takes a standard action.

Str 15 (+5) Dex 13 (+4) Wis 19 (+7)

Con 16 (+6) Int 16 (+6) Cha 12 (+4)

Alignment chaotic evil Languages Common, Giant

Equipment hide armor, longspear, +1 safewing amulet

Ogre Savage (O)

Large natural humanoid

Level 8 Brute

XP 350

HP 111; Bloodied 55

Initiative +4

AC 20, Fortitude 21, Reflex 16, Will 16

Perception +4

Speed 8

STANDARD ACTIONS

④ Greatclub (weapon) ♦ At-Will

Attack: Melee 2 (one creature); +13 vs. AC

Hit: 2d10 + 5 damage.

✱ Angry Smash ♦ Recharge [E]

Effect: The ogre uses greatclub, but gets two attack rolls and uses the higher result.

Str 21 (+9) Dex 11 (+4) Wis 11 (+4)

Con 21 (+9) Int 4 (+1) Cha 6 (+2)

Alignment chaotic evil Languages Giant

Equipment hide armor, greatclub

6 Orc Archers (A)

Medium natural humanoid

Level 4 Artillery

XP 175 each

HP 42; Bloodied 21

Initiative +6

AC 16, Fortitude 16, Reflex 18, Will 14

Perception +2

Speed 6

Low-light vision

STANDARD ACTIONS

④ Handaxe (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d6 + 4 damage.

③ Longbow (weapon) ♦ At-Will

Attack: Ranged 20/40 (one creature); +11 vs. AC

Hit: 1d10 + 6 damage, and the orc pushes the target 1 square.

✱ Clustered Volley (weapon) ♦ At-Will

Attack: Area burst 1 within 20 (creatures in burst); +11 vs. AC

Hit: 1d10 + 6 damage.

TRIGGERED ACTIONS

Savage Demise ♦ Encounter

Trigger: The orc drops to 0 hit points.

Effect (No Action): The orc takes a standard action.

Str 15 (+4) Dex 18 (+6) Wis 10 (+2)

Con 12 (+3) Int 8 (+1) Cha 9 (+1)

Alignment chaotic evil Languages Common, Giant

Equipment handaxe, longbow, quiver of 30 arrows

Stonefang Pass Quake

Hazard

Level 5 Lurker

XP 200

The earth around you shakes and rumbles. There's nowhere to run.

Hazard: The ground shakes, and any creatures in area are knocked prone.

Perception

The hazard cannot be detected with Perception.

Initiative +2

Trigger

The quake occurs whenever the titan Stonefang attempts to escape. In this encounter, it occurs only once as the characters are finishing encounter 2.

Attack

Standard Action Area the entire tunnel

Target: Each creature in the area

Attack: +6 vs. Reflex

Hit: 1d6 + 4 damage, the target falls prone, and the quake slides the target 2 squares in a random direction.

Special: Roll a d20 at the end of the quake's turn. On a 10 or higher, the quake continues for another round. Otherwise, it stops. After the quake stops and until the end of the encounter, roll a d6 each round on the quake's initiative. On a roll of a 5 or 6, there is an aftershock and the quake makes an attack.

Countermeasures

- ✦ A character can use a move action and make a DC 17 Dungeoneering check or Nature check to brace against the quake, gaining a +4 bonus to Reflex against the quake's attacks.
- ✦ The quake does not attack flying creatures.
- ✦ Prone creatures take no damage from a hit by the quake, and it slides the creature only 1 square.

TACTICS

The orc archers take advantage of the magic circles' effects and the shaman's aura while fighting. Once the force field over the pit is dispelled (see "Features of the Area," below), the archers try to push the characters into the pit with their *longbow* attacks.

The orc troll shaman tries to keep allies within his *troll spirit frenzy* aura while using *phantom troll claws* on the characters.

The ogre takes cover near the pit until the characters enter the cavern or until the shaman orders him to attack.

DEVELOPMENT

Once the characters have defeated the enemies in this area, they can move on to area P5, triggering Encounter 7: Releasing the Chains (page 18). Most likely, the orcs in the next encounter heard this combat. They wait for the intruders for a short time (enough for a short rest) before investigating the sounds of the battle.

FEATURES OF THE AREA

Illumination: Bright light from the braziers and campfires (10 squares), and from torches carried by orcs in the webbed chamber (5 squares). All other areas are dark.

Altars: One of the altars is dedicated to Moradin, the other to Torog. A character can discern these facts with a DC 12 Religion check. Each altar is 3 feet high, made of solid stone, and provides cover.

Binding Circles: These dimly glowing circles bind Stonefang as long as his stolen body fragments are within them. Each circle also grants a benefit to anyone standing within it. A circle's benefit can be ascertained with a DC 17 Arcana check.

Orange: The creature gains a +2 bonus to attack rolls.

Purple: The creature gains a +2 bonus to Fortitude, Reflex, and Will.

Red: The creature gains regeneration equal to its level.

Green: The creature gains a +2 bonus to AC.

Cavern Walls: A character can climb the walls with a DC 15 Athletics check.

Fires: Whenever a creature starts its turn in or moves into a brazier or campfire square, it takes 5 fire damage.

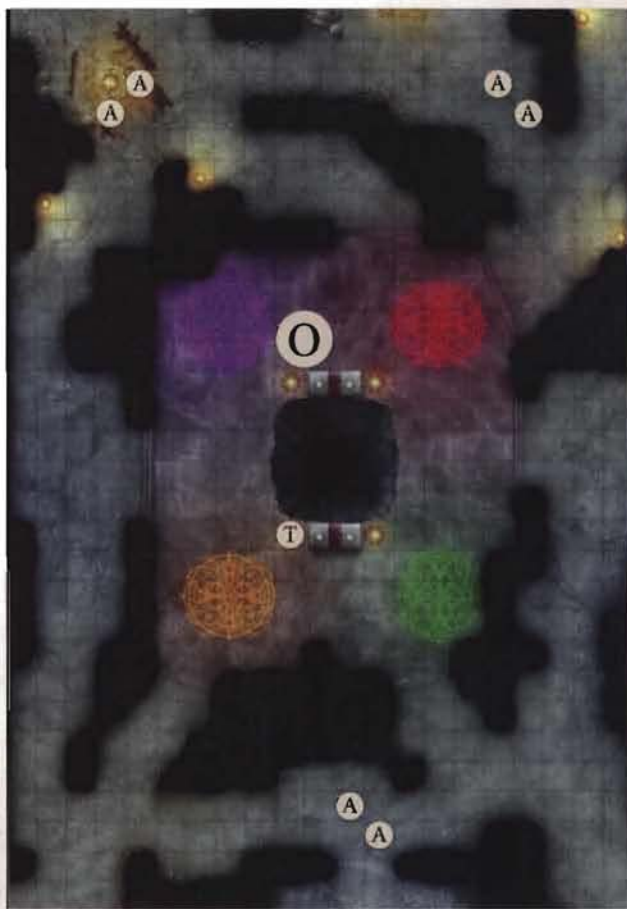
Pit of Doom: The mouth of the pit is covered with an invisible field of force that easily bears the weight of any number of creatures. The surface is springy (like a trampoline) but stable.

After the earthquake, the invisible barrier over the pit ends without warning. The pit is 40 feet deep, and a character can climb its walls with a DC 15 Athletics check. The pit is empty.

TREASURE

The orcs carry a total of 150 gp. An iron coffer of dwarven make that the orcs haven't been able to open is stashed at one of the campsites (Thievery DC 17 or Strength DC 22 to open). It contains 250 gp and 15 pp.

In addition, the orc troll shaman wears a +1 *safewing* amulet (Player's Handbook, page 251). Alternatively, you could replace it with another level 3 item from the players' wish lists or its equivalent value in gold coins (680 gp).



ENCOUNTER 7: RELEASING THE CHAINS

Encounter Level 5 (1,202 XP)

SETUP

- 2 orc archers (A)
- 8 orc savages (S)
- 2 orc rampagers (R)
- 4 dwarves (D, not involved in the combat)

The orcs in this area plan to ambush the intruders they heard battling their fellows near the Pit of Doom (Encounter 6). Assume all the orcs are hiding and being silent behind cover as the characters enter the area. Fortunately, one of the dwarves—Gwendar of the Shadowed Chain—shouts a warning.

When the characters enter this area, read:

Two braziers burn in a chamber down a long hall flanked by doorways. A low voice chants steadily somewhere ahead as a gruff and deep voice cries out, "Be wary, whoever you are! The orcs lie in ambush!"

The orcs wait a bit to see if the characters come closer, but they eventually get impatient and attack. Neither side can gain surprise.

If the characters somehow managed to silently evade or defeat the orcs in the Pit of Doom area, the orcs here are instead clustered around the dwarves' protected area. Ignore the placement of the orcs shown on the map and put them wherever you see fit.

Perception Check

DC 17: A pair of orc archers hides behind the braziers at the end of the hall (the characters take a -2 penalty to their Perception checks to spot the orc archers if they are more than 10 squares from them).

8 Orc Savages (S)	Level 4 Minion Brute
Medium natural humanoid	XP 44 each
HP 1; a missed attack never damages a minion.	Initiative +3
AC 16, Fortitude 18, Reflex 16, Will 14	Perception +1
Speed 6	Low-light vision
STANDARD ACTIONS	
① Handaxe (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 6 damage, or 8 damage while charging.	
② Handaxe (weapon) ♦ At-Will	
Attack: Ranged 5/10 (one creature); +9 vs. AC	
Hit: 6 damage.	
TRIGGERED ACTIONS	
Savage Demise ♦ Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (No Action): The orc takes a standard action.	
Str 16 (+5)	Dex 13 (+3)
Con 13 (+3)	Int 8 (+1)
Wis 9 (+1)	Cha 8 (+1)
Alignment chaotic evil Languages Common, Giant	
Equipment 4 handaxes	

6 Orc Archers (A)	Level 4 Artillery
Medium natural humanoid	XP 175 each
HP 42; Bloodied 21	Initiative +6
AC 16, Fortitude 16, Reflex 18, Will 14	Perception +2
Speed 6	Low-light vision
STANDARD ACTIONS	
① Handaxe (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 4 damage.	
② Longbow (weapon) ♦ At-Will	
Attack: Ranged 20/40 (one creature); +11 vs. AC	
Hit: 1d10 + 6 damage, and the orc pushes the target 1 square.	
✱ Clustered Volley (weapon) ♦ At-Will	
Attack: Area burst 1 within 20 (creatures in burst); +11 vs. AC	
Hit: 1d10 + 6 damage.	
TRIGGERED ACTIONS	
Savage Demise ♦ Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (No Action): The orc takes a standard action.	
Str 15 (+4)	Dex 18 (+6)
Con 12 (+3)	Int 8 (+1)
Wis 10 (+2)	Cha 9 (+1)
Alignment chaotic evil Languages Common, Giant	
Equipment handaxe, longbow, quiver of 30 arrows	

2 Orc Rampagers (R)	Level 6 Brute
Medium natural humanoid	XP 250 each
HP 90; Bloodied 45	Initiative +7
AC 18, Fortitude 19, Reflex 17, Will 15	Perception +3
Speed 6	Low-light vision
STANDARD ACTIONS	
① Heavy Flail (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 5 damage.	
② Handaxe (weapon) ♦ At-Will	
Attack: Ranged 5/10 (one creature); +11 vs. AC	
Hit: 1d6 + 5 damage.	
✦ Rampage ♦ Recharge when first bloodied	
Effect: The orc shifts 3 squares and makes a melee basic attack against one, two, or three creatures at any point during the shift.	
TRIGGERED ACTIONS	
✦ Berserk Flailing (weapon) ♦ At-Will	
Requirement: The orc must be bloodied.	
Trigger: An enemy starts its turn adjacent to the orc.	
Effect (Free Action): The orc deals 5 damage to the triggering enemy.	
Savage Demise ♦ Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (No Action): The orc takes a standard action.	
Str 21 (+8)	Dex 14 (+5)
Con 20 (+8)	Int 8 (+2)
Wis 10 (+3)	Cha 8 (+2)
Alignment chaotic evil Languages Common, Giant	
Equipment leather armor, heavy flail, 4 handaxes	

TACTICS

The orc archers fire from cover, trying to draw the characters toward them. If the characters simply trade fire with the orc archers, the orcs move to gain total cover and thus lure the characters in. The other orcs wait for characters to move through the doors into the archers' chamber before emerging.

Throughout this battle, the dwarves chant to keep their ritual of protection going. Rigdin seeks to leave the area to help the characters when one of them runs into trouble, but Gwendar shouts at him to remain where he is. The dwarves can't risk losing their fragment of Stonefang, and if the characters fall, the orcs might be weakened to the point that the dwarves can fight them.

DEVELOPMENT

Once the characters have defeated the orcs, they can talk to the Shadowed Chain dwarves (see "Secrets of the Shadowed Chain," page 20).

FEATURES OF THE AREA

Illumination: Bright light (10 squares) from the braziers.

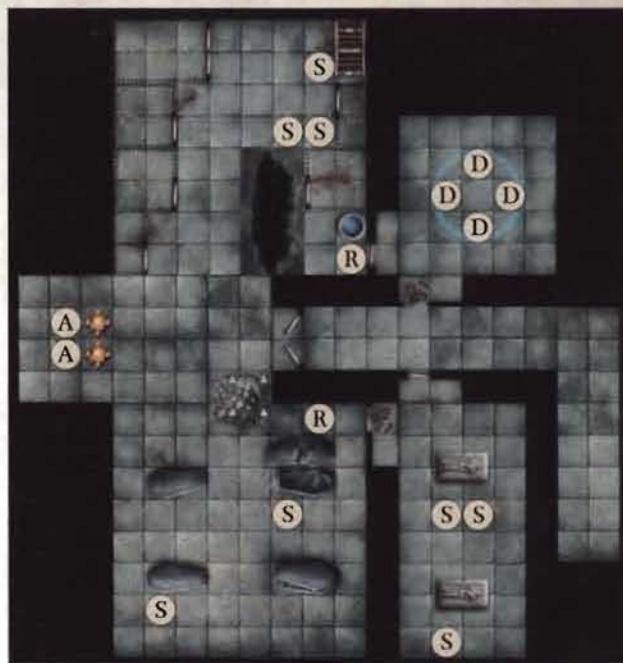
Braziers: Whenever a creature starts its turn in or moves into a brazier square, it takes 5 fire damage.

Cage Chamber: The 8-by-8 chamber containing cages is a holy site to Torog. When a creature in the area uses an attack that immobilizes, restrains, slows, or stuns, it gains a +2 bonus to the attack roll.

Cages: The cages block movement and provide cover against melee attacks. Their locks are useless due to age, and their doors require a DC 13 Strength check to open due to rust.

Crevasse: The crevasse is 20 feet deep, and any creature that falls in takes 2d10 damage. A creature can climb its walls with a DC 15 Athletics check.

Magic Circle: The magic circle outlines the area that the Shadowed Chain dwarves protect using a special ritual they've devised to work with Stonefang's stout rib. Due to the nature of this ritual, one member of the group must continually chant the ritual. The result is that no attack or creature can enter the circle, including the PCs. If any of the dwarves move or attack beyond the circle, the protection fails. For the duration of the combat, none of the dwarves leave the circle.



ENCOUNTER 7: RELEASING THE CHAIN

Rubble: The rubble fallen from the ceiling is difficult terrain.

Tombs: The rooms containing the stone sarcophagi have walls adorned with religious bas-reliefs dedicated to Moradin. Whenever a creature in either area flanks an enemy with an ally, both allied creatures gain a +1 bonus to attack rolls against the flanked enemy.

Walls: A character can climb the walls with a DC 20 Athletics check.

TREASURE

The orcs carry a total of 110 gp.

In addition, the dwarves have Stonefang's stout rib, which they might give to the characters (see "Secrets of the Shadowed Chain," page 20).

Stonefang's Stout Rib

This long, curving stone resembles a chunk of an enormous rib.

Wondrous Item

Power (Daily ♦ Zone): Standard Action. You create a zone of safety in a close burst 1 that lasts until the end of your next turn. Enemies can't enter the zone or make attacks against creatures in the zone.

SECRETS OF THE SHADOWED CHAIN

After the characters defeat the orcs in Encounter 7: Releasing the Chains, they can converse with the four surviving Shadowed Chain dwarves.

Gwendar is the elderly leader of the Shadowed Chain cult and keeper of its secret history. Although he is proud and autocratic by nature, guilt has wracked Gwendar since his bid to seal in Stonefang allowed the orcs to cause even greater risk for the titan's escape. The deaths of cult members and Glintshield clan members, however, mean little to him. Gwendar views the characters' arrival as divine intervention and assumes they will help the dwarves with their quest to bind Stonefang.

Serka is the devoted apprentice of Gwendar. She sees Gwendar as a father figure and maintains an aggressive and overprotective attitude toward him. She knows much but says very little beyond grunts of disapproval and growls of anger. When the battle stops, Serka continues chanting to maintain the magic circle that protects the dwarves.

Rigdin is a young recruit to the cult who is stunned by recent events. He says little, but his silence is merely a thin veneer of calm. Inwardly he vacillates between panic and despair.

Duggin is a tenacious warrior for the cult. He's eager to do whatever it takes to get the fragments of Stonefang back, even if that means immediately marching 10 miles and going another week without food.

ROLEPLAYING GWENDAR

Gwendar is pleased to see the characters and grateful for their success against the orcs. **Read:**

"Thank the gods you've come at last! Now that the orcs are all dead, we can seal in Stonefang forever. Quickly, give me the rest of the titan's body fragments. He struggles to escape even now! We have little time."

Gwendar assumes the characters came from the citadel and have dealt with all the orcs. He asks that they give him the remaining fragments of Stonefang so the dwarves can bind the titan. If the characters seem confused, he points to *Stonefang's stout rib*, which Serka clutches protectively, and to *Stonefang's grasping hand*, if the characters possess it. Once he deduces that they don't have the other fragments, Gwendar is crestfallen. He asks the characters to locate the missing fragments and return with them for the ritual of binding.

What Gwendar Wants to Say

Be sure to mention or paraphrase the following elements to the characters in the course of their conversation with Gwendar:

- ◆ Stonefang is an earth titan whom the dwarves of old defeated and magically trapped in the mountain. He still lives and seeks to escape, which is the cause of the earthquakes.
- ◆ The Shadowed Chain cult keeps the knowledge of Stonefang's prison secret for fear of theft of the items binding him in place.
- ◆ Four fragments of Stonefang were cut from his body in his final days: his eye, hand, rib, and heart. Even then, he was too difficult to defeat, so the dwarves lured him to the Pit of Doom and bound him within it using the magic circles there.
- ◆ When each piece of Stonefang is placed in the proper magic circle, Stonefang is hindered in a particular way. When the heart is placed in the red circle, his strength wanes. When the rib is placed in the green circle, his defenses weaken. When the eye is placed in the orange circle, his vision suffers. When the hand is placed in the purple circle, his power to control others weakens.
- ◆ To put a fragment of Stonefang in the circle, the bearer must stand in the circle and place the fragment while saying, "Stonefang, I bind you." Once a fragment is placed in the center of a circle, Stonefang cannot remove it, but others can.
- ◆ Once all four fragments are in place, it takes two people who are familiar with the rites (a Religion check) to bind Stonefang.
- ◆ If the four pieces are not in place, Stonefang cannot be permanently bound. Stonefang will eventually escape, but it's difficult to say how long it might take him to do so. The last stage of his escape is the destruction of the invisible barrier over the pit. After that, it might be a matter of hours—days at most—before he emerges. Perhaps replacing some of the fragments will slow him, but perhaps not.

Gwendar begs the characters to give him *Stonefang's grasping hand* so that it and the rib can be placed in the magic circles.

QUEST: BIND STONEFANG IN THE PIT OF DOOM 6th-Level Major Quest (1,250 XP)

The adventurers complete the quest if they place all four fragments of Stonefang in the proper magic circles and drop him to 0 hit points, causing him to be pulled into the Pit of Doom and trapped beneath it.

What Gwendar Doesn't Want to Talk About

Gwendar would rather not discuss the history of the Shadowed Chain or how Stonefang was bound, but if the characters ask direct questions about it, he feels

obliged to tell the truth. Also, the characters might learn these details from Duggin if they accept his offer of aid.

- ◆ Stonefang was first imprisoned through the might of Moradin, but the titan's power was so great that he shook the mountain and threatened to collapse the pass. Out of desperation, the Glintshield dwarves turned to Torog to help bind the giant. With honor paid to the god of jailers, Stonefang was rendered quiescent. The secret veneration of Torog along with Moradin was partially the genesis of the Shadowed Chain cult.
- ◆ The Glintshield civil war began because an ignorant member of the clan discovered the secret chamber holding the Pit of Doom and took *Stonefang's stout rib*. War erupted over the accusations of theft and counter accusations of sacrilege against Moradin.
- ◆ The Shadowed Chain assassinated the thief who stole the rib to protect their secrets, but by then the item had already changed hands, intensifying the civil war.
- ◆ The Shadowed Chain regained the rib while managing to keep their secrets, but it has taken decades to convince the thane to reclaim and reopen Stonefang Pass.
- ◆ The protective ritual used to hold the orcs at bay was created using *Stonefang's stout rib*. The last dwarf who knew the secret of the ritual died from his wounds while helping to perform it (one of the two dwarf corpses also in the room).
- ◆ It's not possible to rebind Stonefang without all four fragments, but once he is bound, a fragment can be removed for a short time (as evidenced by the rib being away for so long). However, Gwendar doubts the binding will hold as long as it did when the rib was first stolen because Stonefang has awakened from his long slumber and seems eager to escape.

WHAT DO THE CHARACTERS DO?

Whichever course the characters decide to take, they will probably head toward the far end of the pass (see Encounter 8: The Citadel, page 22).

"We'll get the other two fragments and use them to bind Stonefang."

The characters give *Stonefang's grasping hand* to Gwendar and set out to reclaim the other fragments from the orcs. Gwendar places each fragment that he can in its respective circle. Duggin volunteers to help the characters reclaim the other fragments. When the characters return with the remaining fragments to bind the titan in Encounter 11: Rise of Stonefang (page 28), the Shadowed Chain dwarves help.

"Give us Stonefang's rib, and we'll get the other fragments."

Gwendar doesn't like this bargain, but he accepts if Duggin is allowed to accompany the characters. When the characters return with the remaining fragments to bind the titan in Encounter 11: Rise of Stonefang (page 28), the Shadowed Chain dwarves help.

"It's not our problem."

Gwendar gives the characters a dire warning of what will happen if Stonefang is released. If they do nothing, the freed titan will eventually enslave the dwarves, the orcs, and Timbervale. Unchecked, Stonefang gathers giants and ogres under his rule and carves out a new kingdom, using Stonefang Pass as his base.

"Let's keep the fragments for ourselves."

If the characters keep the fragments, they gain some powerful items, but Stonefang escapes and seeks them out. Eventually, the characters will have to return with the fragments to bind Stonefang, or they'll face the wrath of a full-strength earth titan.

"You should come with us." Or "You should go to Timbervale."

Gwendar refuses, but he's willing to send Duggin with the characters. When the characters return with the remaining fragments, the Shadowed Chain dwarves help bind the titan.

"Die, evil dwarves!"

The characters can kill the dwarves. Duggin's statistics are presented below; treat the other dwarves as minions.

DUGGIN

Duggin offers to help the characters retrieve the eye and heart of Stonefang.

Duggin		Level 5 Companion (Leader)
Medium natural humanoid, dwarf		
HP 47; Bloodied 23; Healing Surges 9	Initiative +2	
AC 22, Fortitude 18, Reflex 16, Will 20	Perception +4	
Speed 5	Low-light vision	
TRAITS		
Stand Your Ground		
Forced movement from a pull, push, or slide effect moves Duggin 1 square less than the effect specifies. When an attack would knock Duggin prone, he can roll a saving to avoid falling prone.		
STANDARD ACTIONS		
Ⓢ Warhammer (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 1d8 + 10 damage.		
TRIGGERED ACTIONS		
Battle Exhortation ♦ Encounter		
Trigger: An ally within 10 squares of Duggin misses with an attack.		
Effect (Immediate Interrupt): The triggering ally rerolls the attack and gains a +2 bonus to the attack roll. In addition, an ally within 10 squares of Duggin can spend a healing surge.		
Str 14 (+4)	Dex 11 (+2)	Wis 14 (+4)
Con 15 (+4)	Int 10 (+2)	Cha 16 (+5)
Alignment unaligned Languages Common, Dwarven		
Equipment plate armor, light shield, warhammer		

ENCOUNTER 8: THE CITADEL

Encounter Level 6 (1,464 XP)

SETUP

Tuthak the Pummeler (T)

1 dire boar (B)

4 orc archers (A)

6 orc savages (S)

On the far side of the pass rises a stone tower hewn from a mountain spire. This citadel once housed the pass's steward, but the orcs have overtaken it. Before the tower is a courtyard with a steep mountain face to one side and a cliff's edge to the other. The courtyard is full of rock piles and construction gear because the dwarves were still repairing the citadel and surrounding buildings when the orcs attacked.

When the characters see the courtyard, read:

An expansive courtyard lies before you. A tall waterfall to your right creates a stream that bisects the courtyard. An old, stone bridge crosses the stream. Across the stream, a tower looms high above, looking like it was hewn from the mountain.

Orcs with bows watch the courtyard from atop several smaller structures, and others armed with handaxes prowl the ground level. Standing in front of a wide entranceway under the tower is an orc mounted on an enormous boar. This orc is missing one of his eyes and wields a stone maul.



Tuthak the Pummeler (T)		Level 6 Controller
Medium natural humanoid, orc		XP 250
HP 73; Bloodied 36		Initiative +4
AC 20, Fortitude 20, Reflex 16, Will 18		Perception +6
Speed 6		Low-light vision
STANDARD ACTIONS		
⚔ Stone Maul (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +11 vs. AC		
Hit: 2d6 + 5 damage, and the target falls prone.		
🕸 Barbed Net ♦ At-Will		
Requirement: Tuthak must be wielding a barbed net.		
Attack: Ranged 5 (one creature); +9 vs. Reflex		
Hit: The target is restrained (save ends).		
Failed Saving Throw: The target takes 1d6 + 2 damage.		
⚡ Earthshaking Slam (weapon) ♦ Encounter		
Requirement: Tuthak must be wielding a maul.		
Attack: Close burst 2 (creatures in burst); +9 vs. Fortitude		
Hit: 3d6 + 6 damage, and Tuthak pushes the target 2 squares. In addition, the target is dazed until the end of Tuthak's next turn.		
TRIGGERED ACTIONS		
🔪 Savage Demise ♦ Encounter		
Trigger: Tuthak drops to 0 hit points.		
Effect (No Action): Tuthak takes a standard action.		
Str 20 (+8)	Dex 12 (+4)	Wis 16 (+6)
Con 17 (+6)	Int 9 (+2)	Cha 8 (+2)
Alignment chaotic evil Languages Common, Giant		
Equipment leather armor, maul, 3 barbed nets, +2 courtier's cape		

6 Orc Savages (S)		Level 4 Minion Brute
Medium natural humanoid		XP 44 each
HP 1; a missed attack never damages a minion.		Initiative +3
AC 16, Fortitude 18, Reflex 16, Will 14		Perception +1
Speed 6		Low-light vision
STANDARD ACTIONS		
⚔ Handaxe (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 6 damage, or 8 while charging.		
🕸 Handaxe (weapon) ♦ At-Will		
Attack: Ranged 5/10 (one creature); +9 vs. AC		
Hit: 6 damage.		
TRIGGERED ACTIONS		
🔪 Savage Demise ♦ Encounter		
Trigger: The orc drops to 0 hit points.		
Effect (No Action): The orc takes a standard action.		
Str 16 (+5)	Dex 13 (+3)	Wis 9 (+1)
Con 13 (+3)	Int 8 (+1)	Cha 8 (+1)
Alignment chaotic evil Languages Common, Giant		
Equipment 4 handaxes		

TACTICS

Tuthak hurls a net at the nearest enemy and charges into battle astride his boar. If Tuthak charges and hits with *stone maul*, the boar uses *rabid charger*. When enemies surround the two, Tuthak uses *earthshaking slam* to clear them away so he can escape or hurl another net.

The orc archers fire at enemy artillery or easy targets. The orc savages prefer melee combat but will use ranged attacks if the situation dictates it.

Dire Boar (B)	Level 6 Brute
Medium natural humanoid	XP 250
HP 85; Bloodied 42	Initiative +3
AC 17, Fortitude 21, Reflex 17, Will 16	Perception +2
Speed 8	
TRAITS	
Furious Charge	
Whenever a dire boar charges and hits, it deals 5 extra damage, pushes the target 2 squares, and knocks the target prone.	
STANDARD ACTIONS	
Ⓢ Gore ♦ At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d10 + 4 damage, or 2d10 + 9 against a prone target.	
TRIGGERED ACTIONS	
† Rabid Charger (mount) ♦ At-Will	
Trigger: The dire boar has a friendly rider of 6th level or higher mounted on it, and the rider hits with a charge attack.	
Effect (Free Action): The dire boar uses <i>gore</i> .	
Death Strike	
Trigger: The dire boar drops to 0 hit points.	
Effect (No Action): The dire boar uses <i>gore</i> .	
Str 19 (+7)	Dex 10 (+3) Wis 9 (+2)
Con 15 (+5)	Int 2 (-1) Cha 8 (+2)
Alignment unaligned Languages –	

4 Orc Archers (A)	Level 4 Artillery
Medium natural humanoid	XP 175 each
HP 42; Bloodied 21	Initiative +6
AC 16, Fortitude 16, Reflex 18, Will 14	Perception +2
Speed 6	Low-light vision
STANDARD ACTIONS	
Ⓢ Handaxe (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 4 damage.	
Ⓢ Longbow (weapon) ♦ At-Will	
Attack: Ranged 20/40 (one creature); +11 vs. AC	
Hit: 1d10 + 6 damage, and the orc pushes the target 1 square.	
✦ Clustered Volley (weapon) ♦ At-Will	
Attack: Area burst 1 within 20 (creatures in burst); +11 vs. AC	
Hit: 1d10 + 6 damage.	
TRIGGERED ACTIONS	
Savage Demise ♦ Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (No Action): The orc takes a standard action.	
Str 15 (+4)	Dex 18 (+6) Wis 10 (+2)
Con 12 (+3)	Int 8 (+1) Cha 9 (+1)
Alignment chaotic evil Languages Common, Giant	
Equipment handaxe, longbow, quiver of 30 arrows	

DEVELOPMENT

After this encounter, the characters can enter the citadel through a door on the ground level inside the tunnel. The next encounter starts once they have moved upward to the second level of the tower (see Encounter 9: Imprisoned Dwarves, page 24).

FEATURES OF THE AREA

Bridge: The stone bridge is falling apart. A creature entering a “hole” square must make a saving throw or fall through into the stream (see “Stream” below). If the save succeeds, the creature falls prone in the last square it occupied prior to entering the “hole” square.

Rubble: The piles of rock are difficult terrain.

Scaffolding: A character can climb a scaffold much like a ladder (Athletics DC 0, half speed). A hanging bridge made of rope and wood connects the top of one small building to the scaffolding on the citadel tower extension and is 20 feet above the ground. A character can move across the bridge at half speed with a DC 12 Athletics check; failure by 5 or more results in a fall that deals 2d10 damage.

Stream: The stream is 5 feet deep. Whenever a creature starts its turn in the stream, it slides 2 squares downstream.

Walls: A character can climb any of the walls in this area with a DC 15 Athletics check. The tower walls are 40 feet high, the smaller structures 20 feet high.

Waterfall: The lower waterfall drops down 10 feet to a shelf where creatures going over will initially fall (1d10 damage). Beyond the shelf, the waterfall runs off a cliff, and anyone who goes over that plummets down the mountain (100 feet). A character can climb the cliff walls against the rushing waterfall to return to the courtyard with a DC 20 Athletics check.

TREASURE

Tuthak wears a +2 *courtier's cape* (*Adventurer's Vault*™ 2, page 66). Alternatively, you can replace this with a level 8 magic item from the players' wish lists.



ENCOUNTER 9: IMPRISONED DWARVES

Encounter Level 6 (1,364 XP)

SETUP

- 3 orc reavers (R)
- 1 orc rampager (O)
- 1 orc archer (A)
- 4 dwarf captives (D)

This encounter occurs on the second level of the citadel tower. When the characters reach the top of the western staircase, they see a pair of closed metal doors that guard the entrance to the prison chambers. The doors are warded (see "Features of the Area," below).

If a character listens at the western doors, read:
You hear low whispers—gruff dwarf voices. The sound of orcs laughing or cheering occasionally erupts over the whispers.

If the characters trigger the door ward or are detected while freeing the dwarves, read:
Orcs wearing reptilian skull masks emerge through wooden doors on the far side of the prison. As soon as they see you, they draw weapons and scream battle cries!

When an orc first becomes bloodied, read:
As the orc reels from your attack, it screams in agony. Its arms flex and ripple, then tear in half. The pieces fuse back and heal over, forming an extra pair of arms. The orc draws another weapon with its new arms and grins at you.

3 Orc Reavers (R)	Level 5 Skirmisher
Medium natural humanoid	XP 200 each
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 18, Will 16	Perception +3
Speed 6	Low-light vision

TRAITS

Charging Mobility

The orc reaver gains a +4 bonus to all defenses while charging.

STANDARD ACTIONS

⚔ Battleaxe (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d10 + 4 damage.

🏹 Javelin (weapon) ♦ At-Will

Attack: Ranged 10/20 (one creature); +10 vs. AC
Hit: 1d6 + 4 damage.

TRIGGERED ACTIONS

⚔ Blood-Crazed Charge (weapon) ♦ At-Will (1/round)

Trigger: The orc hits an enemy.

Effect (Free Action): The orc charges an enemy and makes a melee basic attack.

Special: The orc can use this power even if it already charged this round.

⚔ Savage Demise ♦ Encounter

Trigger: The orc drops to 0 hit points.

Effect (No Action): The orc takes a standard action.

Str 18 (+6) Dex 17 (+5) Wis 13 (+3)
Con 15 (+4) Int 8 (+1) Cha 8 (+1)

Alignment chaotic evil Languages Common, Giant

Equipment leather armor, battleaxe, 4 javelins

Orc Rampager (O)

Medium natural humanoid

Level 6 Brute

XP 250

HP 90; Bloodied 45

Initiative +7

AC 18, Fortitude 19, Reflex 17, Will 15

Perception +3

Speed 6

Low-light vision

STANDARD ACTIONS

⚔ Heavy Flail (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d6 + 5 damage.

🏹 Handaxe (weapon) ♦ At-Will

Attack: Ranged 5/10 (one creature); +11 vs. AC
Hit: 1d6 + 5 damage.

⚔ Rampage ♦ Recharge when first bloodied

Effect: The orc shifts 3 squares and makes a melee basic attack against one, two, or three creatures at any point during the shift.

TRIGGERED ACTIONS

⚔ Berserk Flailing (weapon) ♦ At-Will

Requirement: The orc must be bloodied.

Trigger: An enemy starts its turn adjacent to the orc.

Effect (Free Action): The orc deals 5 damage to the triggering enemy.

⚔ Savage Demise ♦ Encounter

Trigger: The orc drops to 0 hit points.

Effect (No Action): The orc takes a standard action.

Str 21 (+8)

Dex 14 (+5)

Wis 10 (+3)

Con 20 (+8)

Int 8 (+2)

Cha 8 (+2)

Alignment chaotic evil Languages Common, Giant

Equipment leather armor, heavy flail, 4 handaxes

Orc Archer (A)

Medium natural humanoid

Level 4 Artillery

XP 175

HP 42; Bloodied 21

Initiative +6

AC 16, Fortitude 16, Reflex 18, Will 14

Perception +2

Speed 6

Low-light vision

STANDARD ACTIONS

⚔ Handaxe (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d6 + 4 damage.

🏹 Longbow (weapon) ♦ At-Will

Attack: Ranged 20/40 (one creature); +11 vs. AC
Hit: 1d10 + 6 damage, and the orc pushes the target 1 square.

🔥 Clustered Volley (weapon) ♦ At-Will

Attack: Area burst 1 within 20 (creatures in burst); +11 vs. AC
Hit: 1d10 + 6 damage.

TRIGGERED ACTIONS

⚔ Savage Demise ♦ Encounter

Trigger: The orc drops to 0 hit points.

Effect (No Action): The orc takes a standard action.

Str 15 (+4)

Dex 18 (+6)

Wis 10 (+2)

Con 12 (+3)

Int 8 (+1)

Cha 9 (+1)

Alignment chaotic evil Languages Common, Giant

Equipment handaxe, longbow, quiver of 30 arrows

THE HYDRA'S BOON

The orcs in this encounter have an extra ability granted by the hydra masks they wear. Whenever one of these orcs becomes bloodied, its arms split to form a second pair. The orc gains the following power until the end of the encounter.

STANDARD ACTIONS

† **Hydra Strike** (weapon) ♦ **At-Will**

Effect: The orc makes two melee basic attacks.

Because of this benefit, the characters gain 339 extra XP for defeating these orcs (already factored in).

TACTICS

If the orcs detect the characters, they flood out of the side rooms and try to surround the characters. The reavers charge past enemies, relying on *charging mobility* to protect them.

The orc archer stays in the room it starts in, trying to protect Stonefang's heart (see "Treasure," below) and the cage key. If the characters retreat, the archer might move forward to take potshots at them as they flee.

DEVELOPMENT

If the characters seize Stonefang's *sleeping heart*, orcs that use *hydra strike* take damage when they attack; however, that won't stop the orcs from using this power.

The imprisoned dwarves include Thane Harvak and his close family. After this encounter, a grateful Thane Harvak identifies himself to the characters and tells them of the orc chieftain Hyrkzag (see page 26) and his dangerous dragon mask power. The dwarves are sure that killing Hyrkzag will strike fear into any remaining orcs and send them packing.

The dwarves would like to fight, but they are exhausted, starving, and injured. Further investigation of the citadel yields little else (unless you choose to add more encounters) until the characters move to the top floor and start Encounter 10: Atop the Tower (page 26).

FEATURES OF THE AREA

Illumination: Bright light from torches.

Cage: Four dwarf captives are confined to a stone cage in the central room; it's locked with a massive iron padlock. A character can unlock the door with a DC 20 Thievery check. The orc archer has the key.

Double Doors: The metal doors barring entrance to this area are unlocked, but they're enchanted with a magical alarm that alerts the orcs when opened. A character can detect the alarm ward with a DC 12 Arcana check and can bypass the ward for 3 rounds with a DC 25 Arcana check or Thievery check. If the doors aren't closed at the end of that time, the alarm triggers.

Rubble: The rubble in the narrow passage is difficult terrain.

Single Doors: These wooden doors are unlocked.

Trapdoor: A small room under the main cell holds eight more imprisoned dwarves. A character can unlock the trapdoor with a DC 17 Thievery check, or break it open with a DC 17 Strength check. The orc archer has the key to the padlock.

TREASURE

The orcs carry little of value, but Thane Harvak managed to keep a pair of *boots of eagerness* (Adventurer's Vault, page 126) hidden from the orcs, and he gratefully offers the boots to the characters to help them in their quest. Alternatively, you could replace the boots with another level 9 magic item from the players' wish lists.

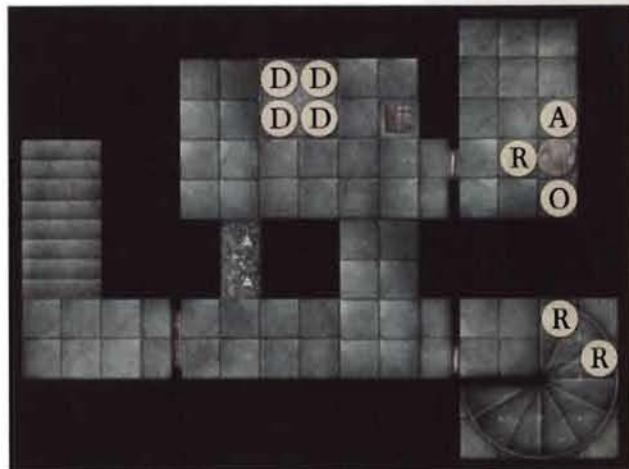
One of the fragments of Stonefang—a large, rust-colored geode that seeps red blood—sits on the table in the northeast room. The orcs underwent primal ritual magic to gain the powers of the hydra, and Stonefang's *sleeping heart* amplifies those powers. More specifically, the transformation is normally painful and dangerous, but the heart helps the orcs resist the power's negative effects. If the characters take the heart, an orc takes 5 damage whenever it uses *hydra strike*.

Stonefang's Sleeping Heart

Fiery red smoke seeps like blood from holes in this hollow geode.

Wondrous Item

Power (Daily ♦ Healing): Minor Action. You spend a healing surge. In addition to the hit points you normally regain, you and each ally adjacent to you regain 2d6 hit points.



ENCOUNTER 10: ATOP THE TOWER

Encounter Level 6 (1,454 XP)

SETUP

Hyrkzag Dragonskull (H)

2 orc wolf shamans (W)

Skull spirits

Run this encounter when the characters ascend the spiral staircase to the top level of the tower. Hyrkzag, the leader of the Severed Eyes orcs, waits for the characters with his two shaman advisors.

When the characters enter the interior level, read:

The spiral stairs climb to a square chamber encompassing the entire upper story of the citadel. A metal ladder leads up to a shuttered skylight in the center of the roof. A large orc wearing a green dragon skull mask with rivulets of liquid running across its surface is waiting for you. Two other orcs carrying scimitars and adorned in wolf pelts stand across the room.

The masked orc clenches his greataxe and yells, "Let the spirits grind your bones to dust!"

The skull spirits appear as spectral beasts and don't enter combat until the shamans create them. For ease of play, have them act on the same initiative as the shamans.

Skull Spirit	Level 6 Minion Skirmisher
Medium natural beast (undead)	XP 63
HP 1; a missed attack never damages a minion	Initiative +9
AC 20, Fortitude 17, Reflex 19, Will 18	Perception +6
Speed 6	Darkvision

TRAITS

Animalistic Power

Each skull spirit has additional abilities depending on the type of animal skull used to create it.

- ♦ **Vulture:** The skull spirit gains a fly speed of 6 and a +5 bonus to its defenses against opportunity attacks.
- ♦ **Boar:** When charging, the skull spirit gains a +3 bonus to attack rolls and damage rolls. Whenever the skull spirit hits with a melee attack, it pushes the target 2 squares.
- ♦ **Drake:** Whenever the skull spirit hits with a melee attack, the target is marked until the end of the drake's next turn.

STANDARD ACTIONS

Ⓢ Bite ♦ At-Will

Effect: The skull spirit can shift 1 square before or after the attack.
Attack: Melee 1 (one creature); +9 vs. Reflex
Hit: 7 damage.

TRIGGERED ACTIONS

Essence Dispersal (necrotic) ♦ Encounter

Trigger: The skull spirit drops to 0 hit points.
Effect (No Action): Each enemy within 2 squares of the skull spirit takes 3 necrotic damage.

Str 15 (+5)	Dex 19 (+7)	Wis 16 (+6)
Con 13 (+4)	Int 2 (-1)	Cha 13 (+4)
Alignment unaligned Languages —		

Hyrkzag Dragonskull (H)

Medium natural humanoid, orc

Level 7 Elite Brute

XP 600

HP 192; Bloodied 96

Initiative +4

AC 19, Fortitude 21, Reflex 19, Will 17

Perception +5

Speed 6

Low-light vision

Saving Throws +2; Action Points 1

TRAITS

Skull of the Green Dragon (poison)

While Hyrkzag is bloodied, he gains a fly speed of 6 (hover), and any creature that ends its turn in a square adjacent to Hyrkzag takes 4 poison damage.

STANDARD ACTIONS

Ⓢ Greataxe (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +12 vs. AC

Hit: 2d12 + 6 damage (crit 1d12 + 30).

Ⓢ Poison Drench (poison) ♦ At-Will

Attack: Ranged 5 (one creature); +10 vs. Fortitude

Hit: 4d6 + 5 poison damage.

Ⓢ Double Attack ♦ At-Will

Effect: Hyrkzag makes two basic attacks.

Ⓢ Poison Spew (poison) ♦ Recharge when first bloodied

Attack: Close blast 3 (creatures in blast); +10 vs. Fortitude

Hit: 3d8 + 5 poison damage, and the target is slowed (save ends).

Effect: Hyrkzag deals 1d6 extra poison damage with melee attacks until the end of his next turn.

TRIGGERED ACTIONS

Savage Demise ♦ Encounter

Trigger: Hyrkzag drops to 0 hit points.

Effect (No Action): Hyrkzag takes a standard action.

Skills Athletics +13, Intimidate + 11

Str 20 (+8)

Dex 13 (+4)

Wis 14 (+5)

Con 16 (+6)

Int 10 (+3)

Cha 17 (+6)

Alignment chaotic evil

Languages Common, Giant

Equipment hide armor, greataxe, dragon skull mask

SKULL SPIRITS

A heap of animal skulls lies near one corner of the room. An orc wolf shaman within 5 squares of the skull pile can use *living skull* to create a skull spirit adjacent to the pile. You can either choose the minion's *animalistic power* or determine it randomly. The XP for this encounter assumes the shamans create eight skull spirits.

MINOR ACTION

Living Skull ♦ At-Will (1/round)

Requirement: There can be no more than two skull spirits active in the same encounter.

Effect: A skull spirit appears in an unoccupied square within 5 squares of the orc wolf shaman and adjacent to the skull pile. The spirit disappears at the end of the encounter.

TACTICS

Hyrkzag protects the shamans and uses *poison spew* to target multiple enemies. He also targets skull spirits in the blast to cause a chain of explosions from their *essence dispersal*.

The shamans use *living skull* to create skull spirits each round. They try to keep their distance, using *lightning strike* while remaining within 5 squares of the skull pile.

2 Orc Wolf Shamans (W)

Medium natural humanoid

Level 4 Artillery

XP 175 each

HP 41; Bloodied 20

Initiative +2

AC 16, Fortitude 16, Reflex 14, Will 18

Perception +11

Speed 6

Low-light vision

STANDARD ACTIONS④ **Scimitar (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d8 + 5 damage (crit 1d8 + 13).

⑤ **Lightning Strike (lightning) ♦ At-Will**

Attack: Ranged 10 (one creature); +9 vs. Reflex

Hit: 1d8 + 6 damage, and one creature within 5 squares of the target takes 5 lightning damage.

Vengeful Wolf Spirit ♦ Encounter

Effect: The orc conjures a wolf spirit. It appears in an unoccupied square within 5 squares of the orc, moves 6 squares, then disappears. The wolf makes a melee attack (+11 vs. AC) against each creature whose space it enters. A creature hit by the attack takes 2d8 + 4 damage and falls prone.

TRIGGERED ACTIONS**Savage Demise ♦ Encounter**

Trigger: The orc drops to 0 hit points.

Effect (No Action): The orc takes a standard action.

Heart of the Wolf ♦ Encounter

Trigger: The orc is first bloodied.

Effect (Free Action): Until the end of the encounter, the orc doesn't provoke opportunity attacks when moving away from creatures it starts its turn adjacent to. In addition, *vengeful wolf spirit* recharges, and the orc uses it.

Str 15 (+4)

Dex 10 (+2)

Wis 18 (+6)

Con 11 (+2)

Int 10 (+2)

Cha 11 (+2)

Alignment chaotic evil Languages Common, Giant

Equipment hide armor, scimitar

The skull spirits attack the nearest foe, shift into flanking positions whenever possible.

When Hyrkzag is first bloodied, he or one of the wolf shamans uses the lever to open the skylight shutters. He then uses *skull of the green dragon* to fly onto the rooftop. The shamans command any vulture skull spirits to join him. Otherwise, the orcs fight to the death.

DEVELOPMENT

After this encounter, the characters should have all of Stonefang's fragments and can return to the Pit of Doom. If they need encouragement to return there, consider triggering a Stonefang Pass quake hazard (see page 8) that injures or kills some of the rescued dwarves.

FEATURES OF THE AREA

Illumination: Bright light from torches.

Rooftop: The roof is enclosed by a battlement and is 160 feet high.

Skull Pile: The pile contains vulture, boar, and drake skulls. Dispersing the skulls has no effect on whether the shamans can conjure a spirit or not.

Skylight and Lever: Thick wooden shutters cover the central 20-foot-square hole of the roof. An iron lever set into the floor opens the shutters. A stone ladder also leads up to the roof, but the shutters must be opened to allow access.

TREASURE

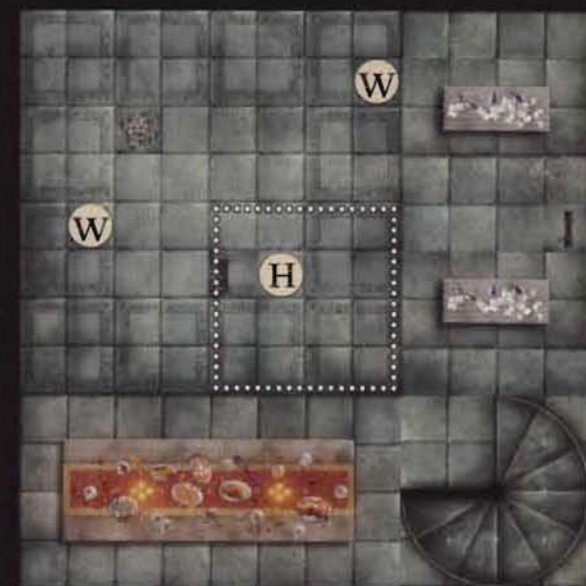
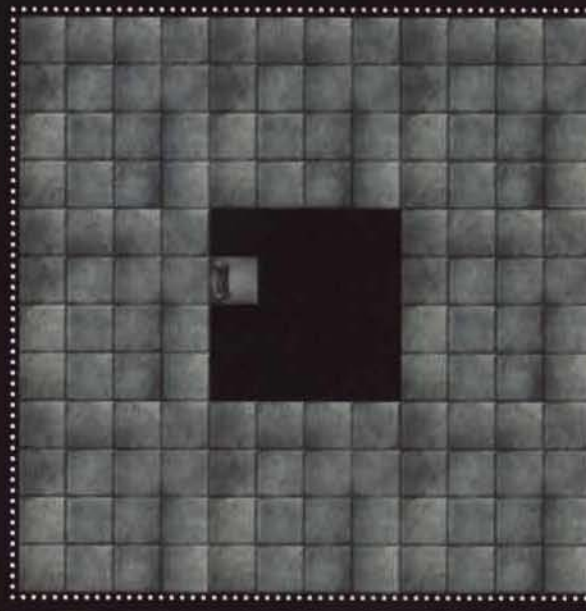
Hyrkzag has placed a chest of collected valuables atop the large table. The chest contains *Stonefang's burning eye*, 200 gp, and a pair of *luckbender gloves* (*Adventurer's Vault*, page 136). Alternatively, you can replace the gloves with another level 6 magic item from the players' wish lists.

Stonefang's Burning Eye

This spherical gemstone burns with fiery orange light.

Wondrous Item

Power (Daily ♦ Fire): Minor Action. Until the end of your turn, you gain a +2 bonus to attack rolls and your attacks deal 1d6 extra fire damage.

INTERIOR LEVEL**TOP OF TOWER**

ENCOUNTER II: RISE OF STONEFANG

Encounter Level 8 (1,750 XP)

SETUP

Stonefang, earth titan (S)

The characters return to the Pit of Doom, only to find Stonefang awake and crawling out it. The experience points awarded for this encounter assume that the characters use the recovered fragments of Stonefang's body to weaken him.

When the characters arrive at the pit, read:

You hear the scraping of stone against stone, and a gust of hot air rushes through the tunnels as if something just exhaled. As you near the center of the shrine, you see a rocky hand grasp the lip of the pit. The magical circles around the pit pulse with light and spark as the earth titan climbs upward.

When Stonefang emerges from the pit, read:

As Stonefang emerges, you see that one of his arms ends in a jagged, broken wrist, but a ghostly hand extends from the stump. The titan is also missing one eye, but an orb of fire is in its place. Additionally, Stonefang has a deep hole in his chest, but a heart of red smoke beats eerily behind a shimmering rib that fills the horrid gash.

FRAGMENTS OF POWER

As the missing fragments of Stonefang's body are placed in the magic circles and the words of binding are spoken, the titan's power diminishes. The first time each fragment is bound, Stonefang takes 70 damage, and while it's bound, he suffers the penalty that corresponds to the fragment (see below).

DEALING WITH THE FRAGMENTS

Binding Fragments: A character must be standing in the correct binding circle. Placing a fragment and binding it (by uttering the phrase, "Stonefang, I bind you to the Pit of Doom!") is a standard action.

Trading Fragments: As a minor action, a character can exchange a fragment with an adjacent ally, or throw a fragment to an ally within 10 squares. On a throw, the ally must make a DC 12 Acrobatics check or Athletics check to catch the fragment, or it falls to the ground in an adjacent square.

Grabbing Fragments: As a minor action, a character can pick up a fragment or grab a fragment from an adjacent ally who's unable to act (such as one dominated by Stonefang).

Hiding Fragments: A character can hide a fragment from Stonefang's view with a Thievery check against Stonefang's passive Perception score (19). This check automatically fails if Stonefang has already seen the character with the item.

If any of the fragments were placed before the encounter begins, Stonefang emerges from the Pit of Doom damaged and suffering the appropriate effects.

Burning Eye (Orange Circle): Stonefang takes a -10 penalty to attack rolls. When a character places this fragment, read:

The magic circle emits a fiery flash, and the eye goes cold and dark. The flame replacing Stonefang's missing eye snuffs out, and you see him flail about, his sight afflicted.

Grasping Hand (Purple Circle): The titan's Stonefang's control power is expended and becomes a recharge ☐☐ power. When a character places this fragment, read:

As you bind the hand, the circle emits a high-pitched keen. Stonefang's ghostly hand evaporates, leaving a stump that ineffectually tries to make gestures of domination.

Seeping Heart (Red Circle): Stonefang takes a -15 penalty to damage rolls. When a character places this fragment, read:

The red circle ripples like a pond disturbed by a stone. The smoky heart within Stonefang's chest pours out and disperses, causing him to clutch his chest and visibly grow weaker.

Stout Rib (Green Circle): Stonefang takes a -10 penalty to all defenses. When a character places this fragment, read:

You plunge the rib into the earth of the circle and it vibrates with a rumbling peal. Stonefang's shimmering rib collapses, undermining his defenses.

TACTICS

Stonefang climbs out of the pit with his first move action. He uses *double attack* against different targets until he is bloodied, at which point he focuses on a single target. He uses *hurl rock* only if he has no other options. He won't use *earth shock* until a character angers him by scoring a critical hit or binding one of his body fragments.

Stonefang tries to keep the characters away from the binding circles. Stonefang can enter the magic circles, but he cannot touch or remove fragments bound within them.

THE DWARVES LEFT BEHIND

If any of the Shadowed Chain dwarves stayed behind, they flee when Stonefang begins to climb out of the pit. They will be near the shrine when the characters return and might offer to help rebind Stonefang. The characters should be Stonefang's main opposition, but a couple of dwarves might volunteer to place fragments while the characters draw the titan's attention. Feel free to have the titan squish one or two of these allies for effect early in the fight. If Gwendar has survived, he stays back until the fighting ends and helps with the final binding ritual.

DEVELOPMENT

When Stonefang drops to 0 hit points, he continues to fight until all fragments not currently attached to his body are bound within their respective magic circles. If all remaining fragments are properly placed and Stonefang drops to 0 hit points, the binding magic drags Stonefang into the Pit of Doom (regardless of where he happens to be). Once he's dragged kicking and screaming into the pit, a magic field flashes into place over the top of the pit before turning invisible. Stonefang is then slowly absorbed into the mountain as he howls promises of vengeance (see "Conclusion," page 30).

To make the binding permanent, two characters (or living Shadowed Chain cultists) must perform the final ritual of binding to seal him into the Pit of Doom, or he will soon return.

Stonefang, Earth Titan (S)		Level 16 Solo Brute
Huge elemental humanoid (earth, giant)		XP n/a
HP 632; Bloodied 316		Initiative +7
AC 31, Fortitude 33, Reflex 27, Will 28		Perception +9
Speed 6		Low-light vision
Immune petrification		
Saving Throws +5; Action Points 2		
TRAITS		
Crumbled Stone		
While Stonefang is bloodied, he has a +2 bonus to speed, takes no movement or attack penalties for squeezing, and doesn't grant combat advantage while squeezing.		
STANDARD ACTIONS		
⚔ Slam ♦ At-Will		
Attack: Melee 3 (one creature); +21 vs. AC		
Hit: 3d10 + 14 damage.		
⚔ Double Attack ♦ At-Will		
Effect: Stonefang makes two melee basic attacks.		
⚔ Hurl Rock ♦ At-Will		
Attack: Ranged 20 (one creature); +19 vs. Reflex		
Hit: 3d10 + 7 damage, and the target is dazed (save ends).		
⚔ Earth Shock ♦ Encounter		
Attack: Close burst 2 (creatures in burst); +19 vs. Fortitude		
Hit: 4d10 + 8 damage, and the target is stunned until the end of Stonefang's next turn.		
Miss: Half damage.		
TRIGGERED ACTIONS		
⚔ Stonefang's Control (charm) ♦ At-Will		
Trigger: An enemy hits Stonefang with an attack.		
Attack (Immediate Reaction): Close burst sight (triggering creature); +18 vs. Will		
Hit: The target is dominated until the end of Stonefang's next turn.		
Skills Athletics +19		
Str 23 (+14)	Dex 8 (+7)	Wis 12 (+9)
Con 22 (+14)	Int 11 (+8)	Cha 13 (+9)
Alignment chaotic evil Languages Giant, Primordial		

FEATURES OF THE AREA

Illumination: Bright light (10 squares) from the braziers around the pit. The campfires on the map are no longer lit, and those areas are dark.

Altars: Each altar is 3 feet high, made of solid stone, and provides cover.

Binding Circles: These dimly glowing circles bind Stonefang as long as his body fragments are within them. Each circle also grants a benefit to anyone standing within it. A circle's benefit can be ascertained with a DC 17 Arcana check.

Orange: The creature gains a +2 bonus to attack rolls.

Purple: The creature gains a +2 bonus to Fortitude, Reflex, and Will.

Red: The creature gains regeneration equal to its level.

Green: The creature gains a +2 bonus to AC.

Braziers: Whenever a creature starts its turn in or moves into a brazier, it takes 5 fire damage.

Pit of Doom: The rock at the bottom of the pit is upturned—the result of Stonefang's ascent through the mountain. The pit is 40 feet deep, and a character can climb its walls with a DC 15 Athletics check.

Walls: A character can climb the walls with a DC 15 Athletics check.



CONCLUSION

By the end of the adventure, the characters should have defeated the orcs, gathered the four fragments of Stonefang, bound him in the Pit of Doom, and recovered Flinka's *sending stone*. These actions do a great service not only to the Glintshield clan but also to the whole region. With some help from Timbervale, Stonefang Pass can reopen.

When the characters return to Timbervale with the rescued dwarves, the whole town rejoices and Lord and Lady Sevrym hold an impromptu celebration. Rangrim gives the characters their reward, and Thane Harvak gives a grand speech about their bravery and skills.

STONEFANG

Stonefang remains safely bound as long as his bindings are kept intact. One day, he might escape and exact vengeance. When the characters are higher level, you could have them encounter a villain who has claimed one of the fragments, revealing that Stonefang is free again—and at full strength.

If the characters choose to take one of Stonefang's fragments or fail to bind him, they earn themselves a powerful enemy. Stonefang becomes a terror in the region and sends lackeys after the characters until finally confronting them himself.

CLAN GLINTSHIELD AND THE PASS

The Glintshield clan allies with Timbervale to open and defend Stonefang Pass. The alliance proves fruitful, and both groups become wealthy, vibrant, and powerful. The characters are made honorary members of the clan for their heroics and can expect a friendly welcome from the people of Timbervale whenever they pass through. Word of their heroism spreads throughout the region, and they could make important contacts (and enemies) because of it.

DUGGIN

If Duggin survives, he volunteers to join the characters on their adventures. He has an ulterior motive, however. He wants to make certain that the characters avoid mentioning Stonefang and his prison. He might even be willing to go to extreme measures to do so.

HADARRA

Assuming the characters find Flinka's *sending stone* and return it and its mate to Hadarra, she is grateful and wants to learn of Flinka's fate. If you like, Hadarra can give the *sending stones* to the characters. Although the stones are level 11 magic items, they shouldn't be too unbalancing because the characters won't be able to disenchant them for a while.

THE NEXT ADVENTURE

Where the characters go next is up to you and your players. Here are some of the plot threads the players might want to pursue.

EXPLORE THE PASS

During their trek through Stonefang Pass, the characters passed dozens of dwarven and giant ruins that posed no threat, but many of them might contain secret locations and passages holding unknown dangers and wealth. The characters can offer (or be asked) to help the Glintshield clan clear the tunnel and ruins, rooting out any dangers that could assail travelers.

THE ENCROACHING UNDERDARK

The earthquakes caused by Stonefang have opened passages to the Underdark, either in the pass or in the surrounding area, which the characters can explore. The dwarves will want to seal such passages, but that won't be their initial priority. If the characters were to find valuable resources within such locales, the dwarves could expand their holdings into those areas, perhaps offering the heroes a percentage of the mining profits for mapping and clearing the caverns.

MORE ORCS!

The characters defeated the Severed Eyes orcs in the pass and the citadel, but not the entire tribe. The Severed Eyes might regroup and lay siege to the citadel, and the dwarves could turn to the characters to help them defend it.

A PRINCE'S ESCORT

Thane Harvak believes it's past time for Rangrim to have battle experience, and the Glintshield dwarves need to make mercantile contacts now that they've come out of isolation and reopened Stonefang Pass. Harvak asks the characters to escort Rangrim on his journey and to help the prince open negotiations with whatever civilized groups they meet.

SIMMERING TENSIONS

Some of the long-lived dwarves fought in the Glintshield civil war. When they discover Gwendar's reason for abandoning the refugees in the pass, a new civil war threatens to erupt when Thane Harvak chooses not to punish the cult. Harvak asks the characters to help him suppress a rebellion of dwarves aligned with a group of humans looking to profit from the situation, hopefully with words instead of swords.

ADDITIONAL ENCOUNTERS

If you're looking for additional encounters during the characters' journey through Stonefang Pass, use one or more of the following. Also, consider increasing an encounter's difficulty by adding a Stonefang Pass quake hazard (page 8).

UNDEAD DWARVES

Level 5 Encounter (XP 1,050)

- ♦ 3 skeletons (level 3 soldier; *Monster Manual*, page 234)
- ♦ 2 blazing skeletons (level 5 artillery; *Monster Manual*, page 234)
- ♦ 1 boneshard skeleton (level 5 brute; *Monster Manual*, page 235)

The characters might encounter these undead dwarves when they explore a chamber off of the main tunnel. Alternatively, they might stumble across the bones of those who died during the Glintshield dwarves' civil war, awakening the warriors' angry spirits when one of them pries a magic weapon from the grip of one of the skeletons.

THE BEAR TAMER

Level 5 Encounter (XP 1,200)

- ♦ 1 orc bear warrior (level 5 soldier; page 12)
- ♦ 2 cave bears (level 6 elite brute; *Monster Manual*, page 29)

The characters encounter this orc and his pet bears patrolling the pass or returning to the citadel tower.

SPIDER FRIENDS

Level 5 Encounter (XP 1,200)

- ♦ 1 ettercap webspinner (level 5 controller; *Monster Manual*, page 107)
- ♦ 2 ettercap fang guards (level 4 soldier; *Monster Manual*, page 107)
- ♦ 1 bloodweb spider swarm (level 7 soldier; *Monster Manual*, page 246)
- ♦ 2 deathjump spiders (level 4 skirmisher; *Monster Manual*, page 246)

The ettercaps and their pets track down the characters some time after Encounter 3: Earthquake (page 8), seeking revenge for the deaths of their deathjump spider pets.

TRAPPED CHAMBER

Level 5 Encounter (XP 1,075)

- ♦ 2 trap haunts (level 8 lurker; *Monster Manual*, page 116)

- ♦ 1 pendulum scythes trap (level 4 lurker; *Dungeon Master's Guide*, page 88)
- ♦ 1 whirling blades trap (level 5 obstacle; *Dungeon Master's Guide*, page 89)

The characters are lured into a trapped side chamber by the promise of treasure or by a trick of the haunts.

CAVERN SCAVENGERS

Level 7 Encounter (XP 1,500)

- ♦ 2 carrion crawlers (level 7 controller; *Monster Manual*, page 40)
- ♦ 3 gricks (level 7 brute; *Monster Manual*, page 145)

These creatures emerge from cracks in the tunnel wall to ambush the characters, or the characters encounter them fighting over a group of dwarf and orc bodies.

PARCEL AND QUEST CHECKLIST

This checklist is provided to help you assign the right amount of experience and treasure. Stonefang's fragments aren't included as part of the characters' treasure.

TREASURE PARCELS

Parcel and Contents	Page	Collected
1. 500 gp (200-gp down payment)	3	<input type="checkbox"/>
2. 100 gp, 200-gp opal	13	<input type="checkbox"/>
3. 60 gp, 100-gp elven ring	14	<input type="checkbox"/>
4. <i>Dwarven greaves</i> (or level 7 item)	14	<input type="checkbox"/>
5. 250 gp, 15 pp	17	<input type="checkbox"/>
6. +1 <i>safewing amulet</i> (or level 3 item)	17	<input type="checkbox"/>
7. 110 gp	19	<input type="checkbox"/>
8. +2 <i>courtier's cape</i> (or level 8 item)	23	<input type="checkbox"/>
9. <i>Boots of eagerness</i> (or level 9 item)	25	<input type="checkbox"/>
10. 200 gp	27	<input type="checkbox"/>
11. <i>Luckbender gloves</i> (or level 6 item)	27	<input type="checkbox"/>

QUESTS

Major Quest	XP	Assigned	Complete
Expel the orcs from Stonefang Pass	1,000	<input type="checkbox"/>	<input type="checkbox"/>
Bind Stonefang in the Pit of Doom	1,250	<input type="checkbox"/>	<input type="checkbox"/>
Minor Quests*	XP	Assigned	Complete
Retrieve Flinka's sending stone	200	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	_____	<input type="checkbox"/>	<input type="checkbox"/>

*Any quests you place here go beyond the XP budget for this adventure.

FRAGMENTS OF STONEFANG

In the ancient past, dwarves and giants fought for control of the Ironwall Mountains. Stonefang was the most powerful member of the giant forces. Over the course of many battles, dwarf heroes sundered four fragments from the titan's body. Though the dwarf champions failed to kill their foe, the dwarves collected the fragments, which held a measure of Stonefang's power.



A group of dwarf scholars discovered a ritual to bind Stonefang through the use of his fragments and imprisoned him in a deep pit within his mountain stronghold. Once the titan was subdued, the dwarves built a citadel upon the mountain and took control of the pass the giants had carved through it, securing a potential trade hub and secretly guarding over the imprisoned titan.

Stonefang's fragments rested in their binding circles, bound by the blessings of both Moradin and Torog. When a member of the Glintshield clan found the hidden shrine and stole Stonefang's stout rib, the binding weakened. Discovery of this act led to civil war within the clan. Eventually, the Shadowed Chain cult retrieved the fragment and intended to return it to the binding circle, but the Severed Eyes orc invasion ruined their plans. Even worse, the orcs took the other fragments, giving Stonefang the opportunity to escape.

Stonefang's Grasping Hand

Five rocks shaped like finger bones float around a larger hunk of rock. The combined pieces look like a large hand.

Wondrous Item

Property: When you make a Strength check, you can use a bonus of +20 instead of your normal bonus. (This applies only to Strength checks, not Athletics checks or attacks based on Strength.)

Power (Daily + Charm): Standard Action. Make an attack: Ranged 10; +17 vs. Will; on a hit, the target is dominated until the end of your next turn.

Stonefang's Stout Rib

This long, curving stone resembles a chunk of an enormous rib.

Wondrous Item

Power (Daily + Zone): Standard Action. You create a zone of safety in a close burst 1 that lasts until the end of your next turn. Enemies can't enter the zone or make attacks against creatures in the zone.

Stonefang's Seeping Heart

Fiery red smoke seeps like blood from holes in this hollow geode.

Wondrous Item


Power (Daily + Healing): Minor Action. You spend a healing surge. In addition to the hit points you normally regain, you and each ally adjacent to you regain 2d6 hit points.

Stonefang's Burning Eye

This spherical gemstone burns with fiery orange light.

Wondrous Item

Power (Daily + Fire): Minor Action. Until the end of your turn, you gain a +2 bonus to attack rolls and your attacks deal 1d6 extra fire damage.



RUMBLE IN THE MOUNTAINS

All trade through the Ironwall Mountains stopped when Stonefang Pass fell to the orcs. The ancient passage has become a haven for monsters, and something mighty stirs in the bedrock deep below. Now the dwarves of the Glintshield clan want to reopen the pass, but they cannot do it alone. . . .

Orcs of Stonefang Pass™ is a DUNGEONS & DRAGONS® adventure designed for 5th-level characters. It fits easily into any Dungeon Master's campaign and features an easy-to-run encounter format and a full-color, double-sided battle map. It can be played as a stand-alone adventure or as a follow-up to *The Slaying Stone™*.

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